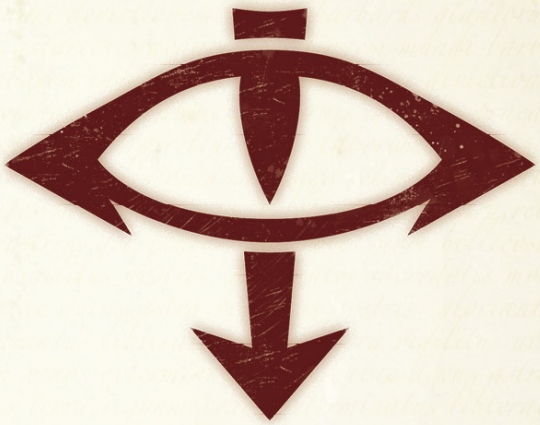
The Horus Heresy

Age of Darkness

Rulebook



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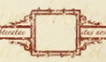
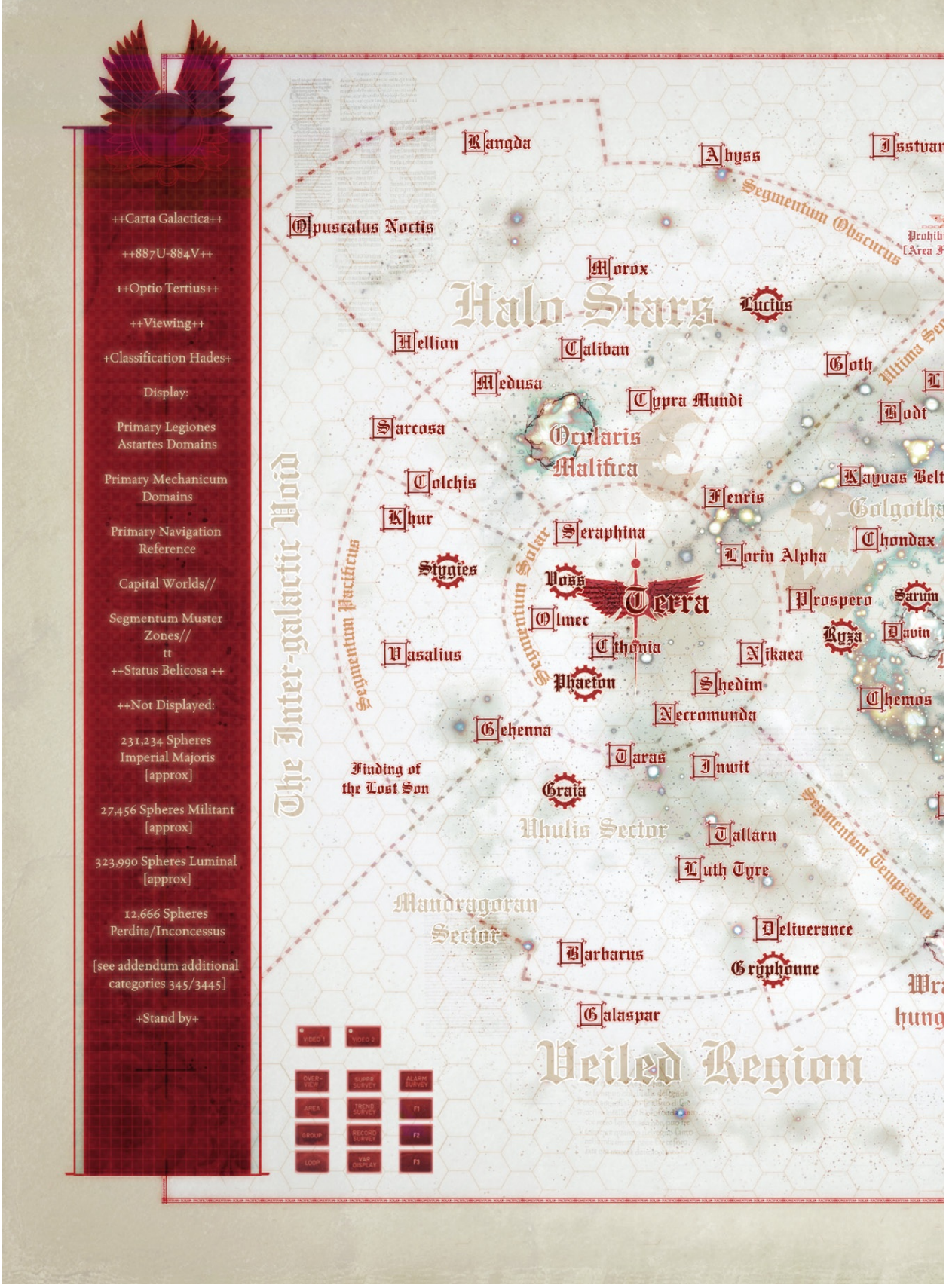
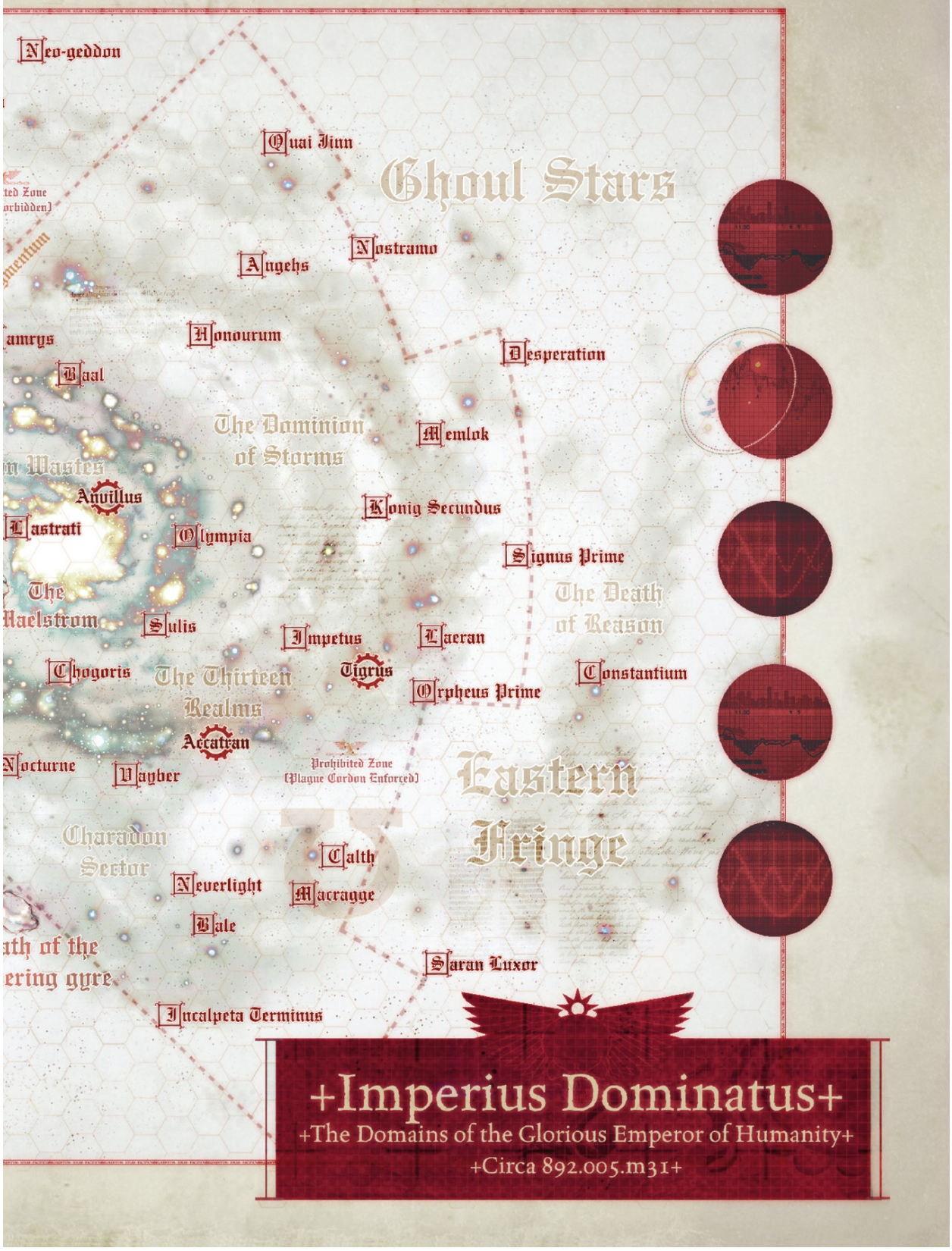
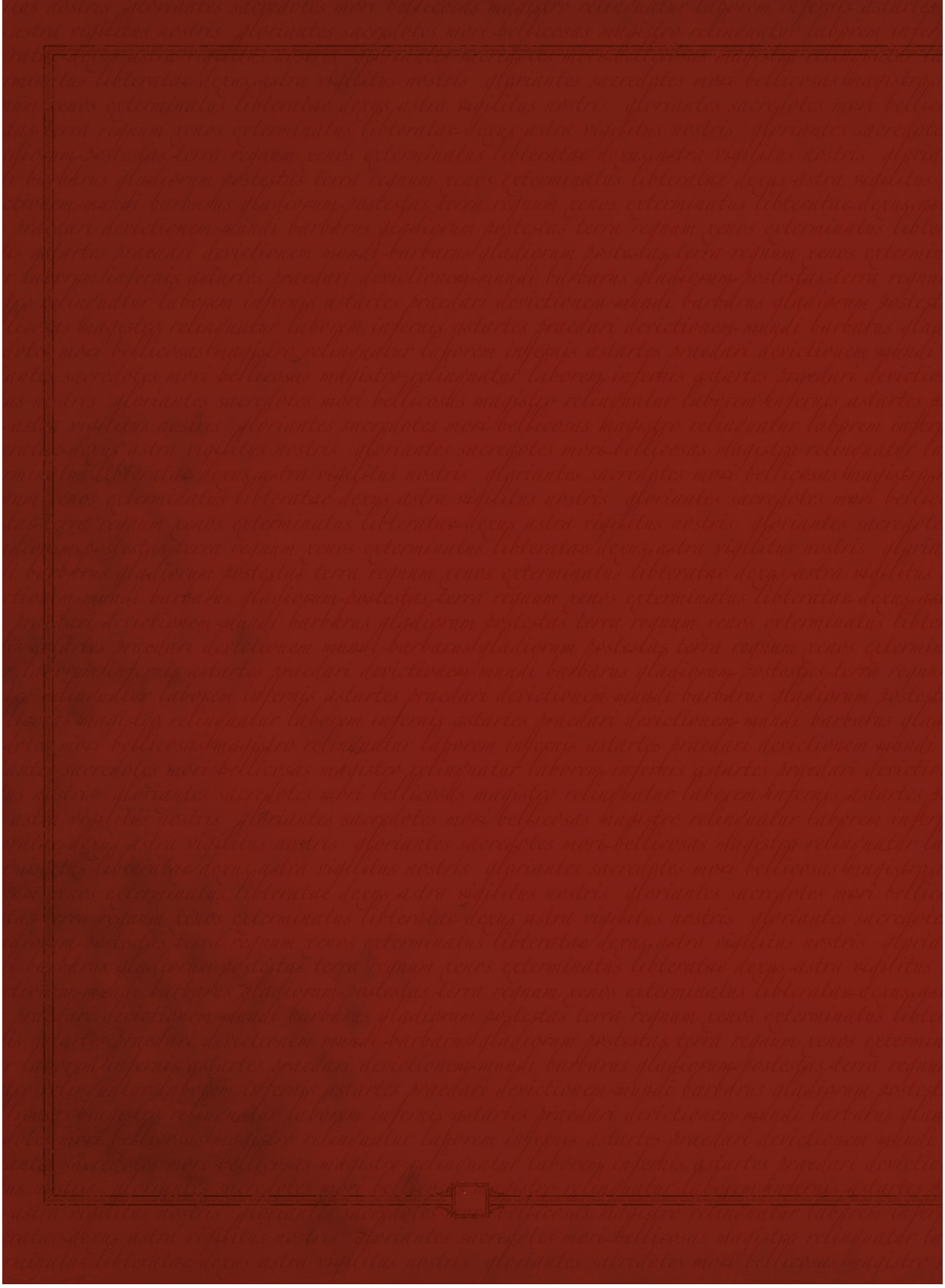


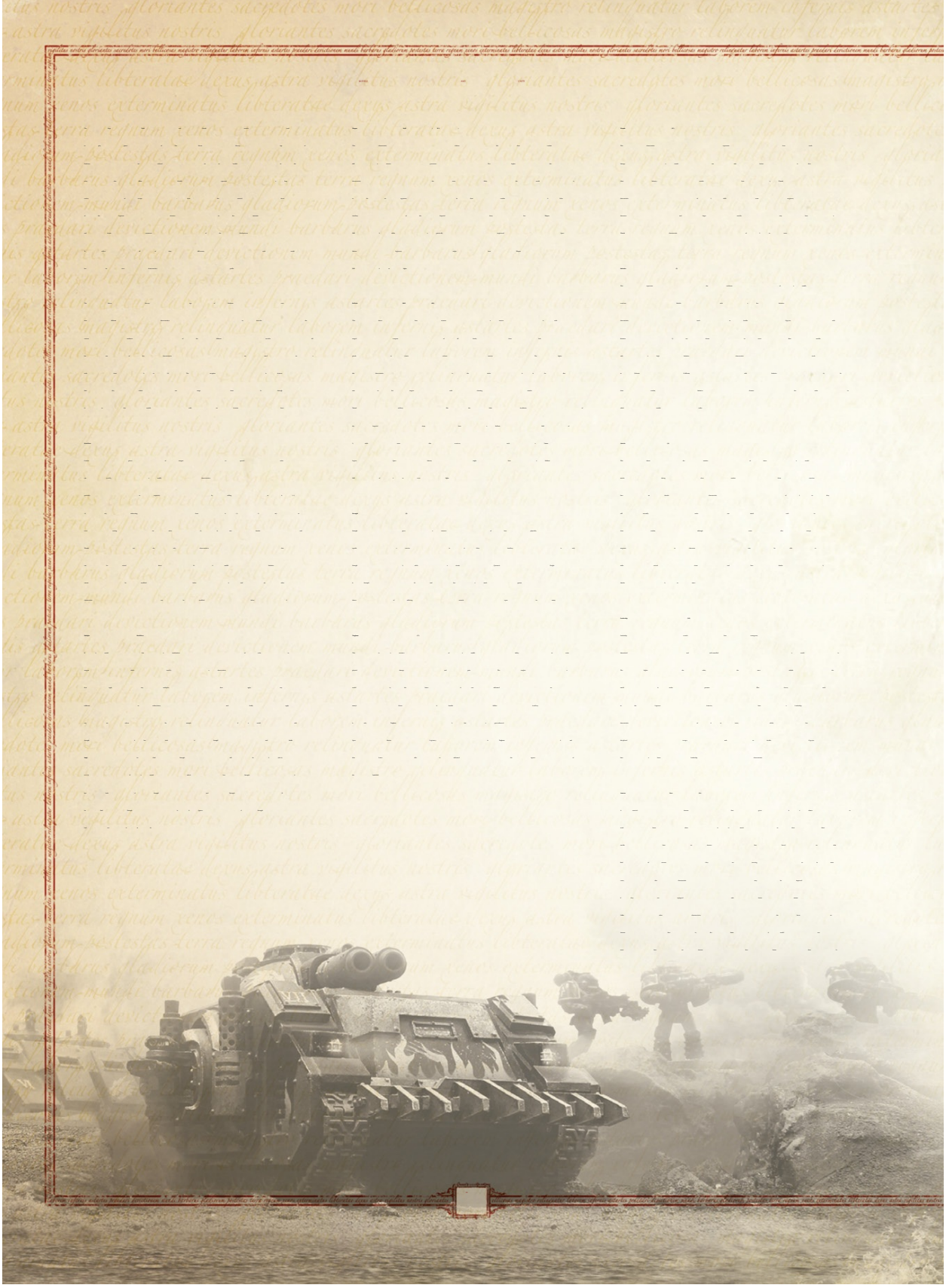

++Carta Galactica++
++887U-884V++
++Optio Tertius++
++Viewing++
+Classification Hades+
Display:
Primary Legiones Astartes Domains
Primary Mechanicum Domains
Primary Navigation Reference
Capital Worlds//
Segmentum Muster Zones//
tt
++Status Belicosa ++
++Not Displayed:
231,234 Spheres Imperial Majoris [approx]
27,456 Spheres Militant [approx]
323,990 Spheres Luminal [approx]
12,666 Spheres Perdita/Inconcessus
[see addendum additional categories 345/3445]
+Stand by+
Kangda
Abyss
Opuscalus Noctis
Segmentum Obscurus
Morox
Halo Stars
Lucius
Hellion
Caliban
Goth
Medusa
Cypra Mundi
Sarcosa
Ocularis Malifica
Colchis
Khur
Fenris
Seraphina
Segmentum Solar
Lorin Alpha
Chondax
Stygies
Voss
Terra
Prospero
Sarum
Olmec
Ryza
Davin
Vasalius
Cthonia
Nikaea
Phaeton
Shedim
Chemos
Necromunda
Segmentum Pacificus
The Inter-galactic Void
Gehenna
Taras
Inwit
Finding of the Lost Son
Grata
Uhulis Sector
Tallarn
Luth Tyre
Segmentum Tempestus
Mandraggoran Sector
Deliverance
Barbarus
Gryphonne
Galaspar
Veiled Region

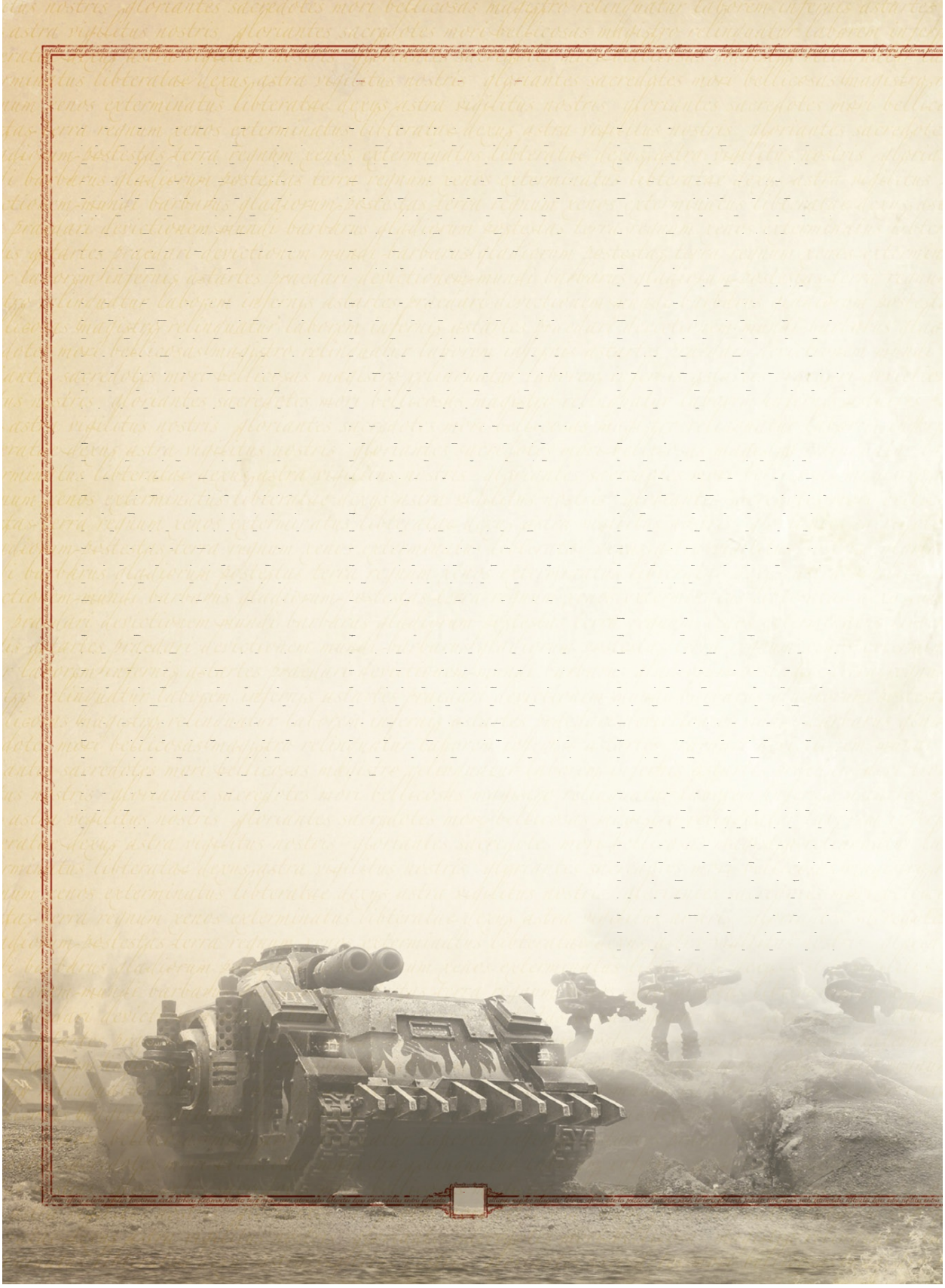

Neo-geddon
Quai Jinn
Ghoul Stars
Nostramo
Augehs
Honourum
Desperation
Baal
The Dominion of Storms
Memlok
Anvillus
Konig Secundus
Lastrati
Olympia
Signus Prime
The Maelstrom
The Death of Reason
Sulis
Impetus
Laeran
Chogoris
Tigrus
Constantium
The Thirteen Realms
Orpheus Prime
Accatran
Nocturne
Vayber
Prohibited Zone
[Plague Cordon Enforced]
Eastern Fringe
Charadon Sector
Calth
Neverlight
Macragge
Bale
Saran Luxor
Jacalpeta Terminus
+Imperius Dominatus+
+The Domains of the Glorious Emperor of Humanity+
+Circa 892.005.m31+

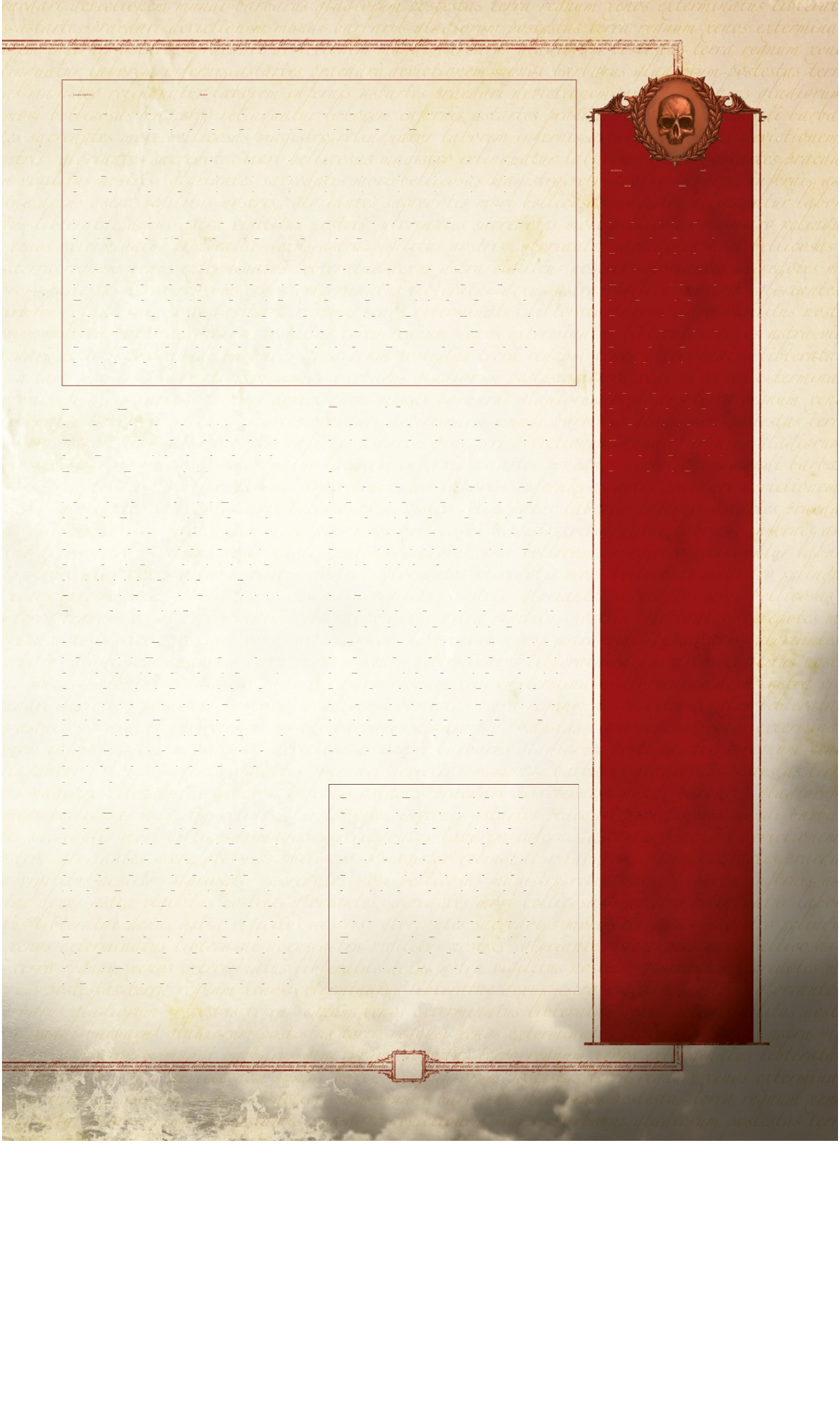
INTRODUCTION

INTRODUCTION



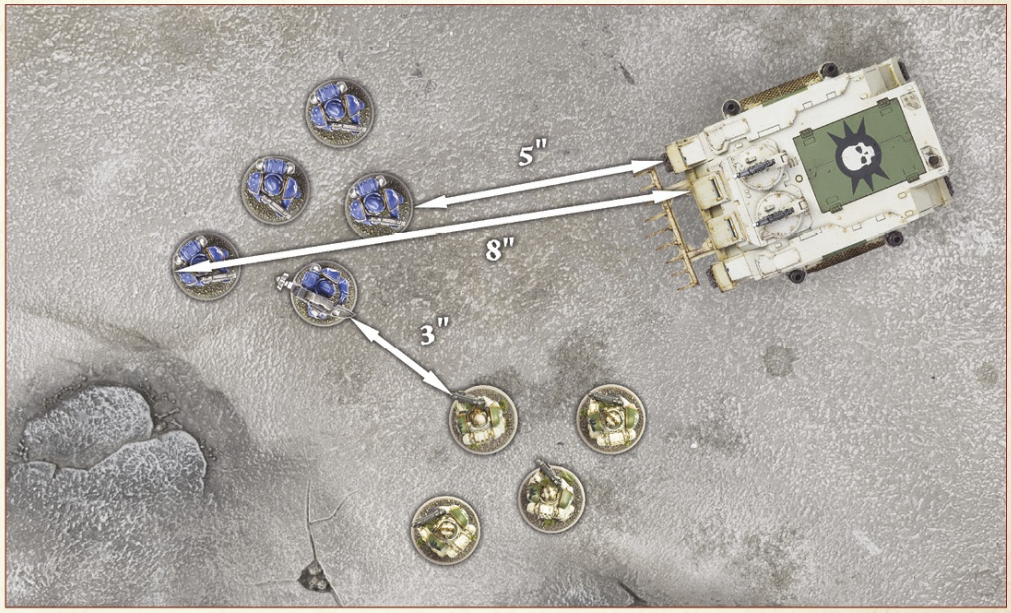






Pactum
Mortis

Pactum
Mortis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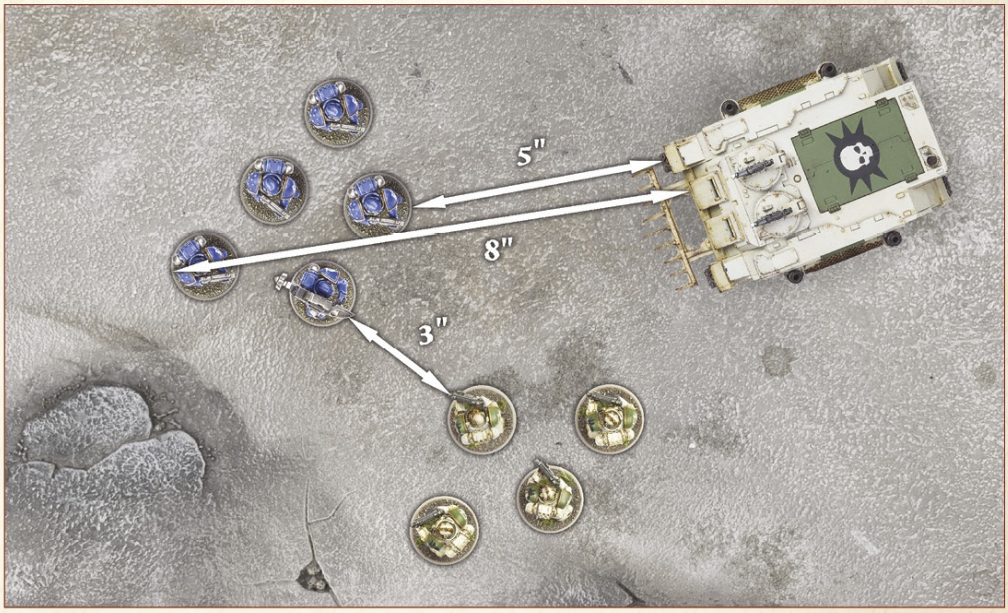
8"
3"


5"
8"
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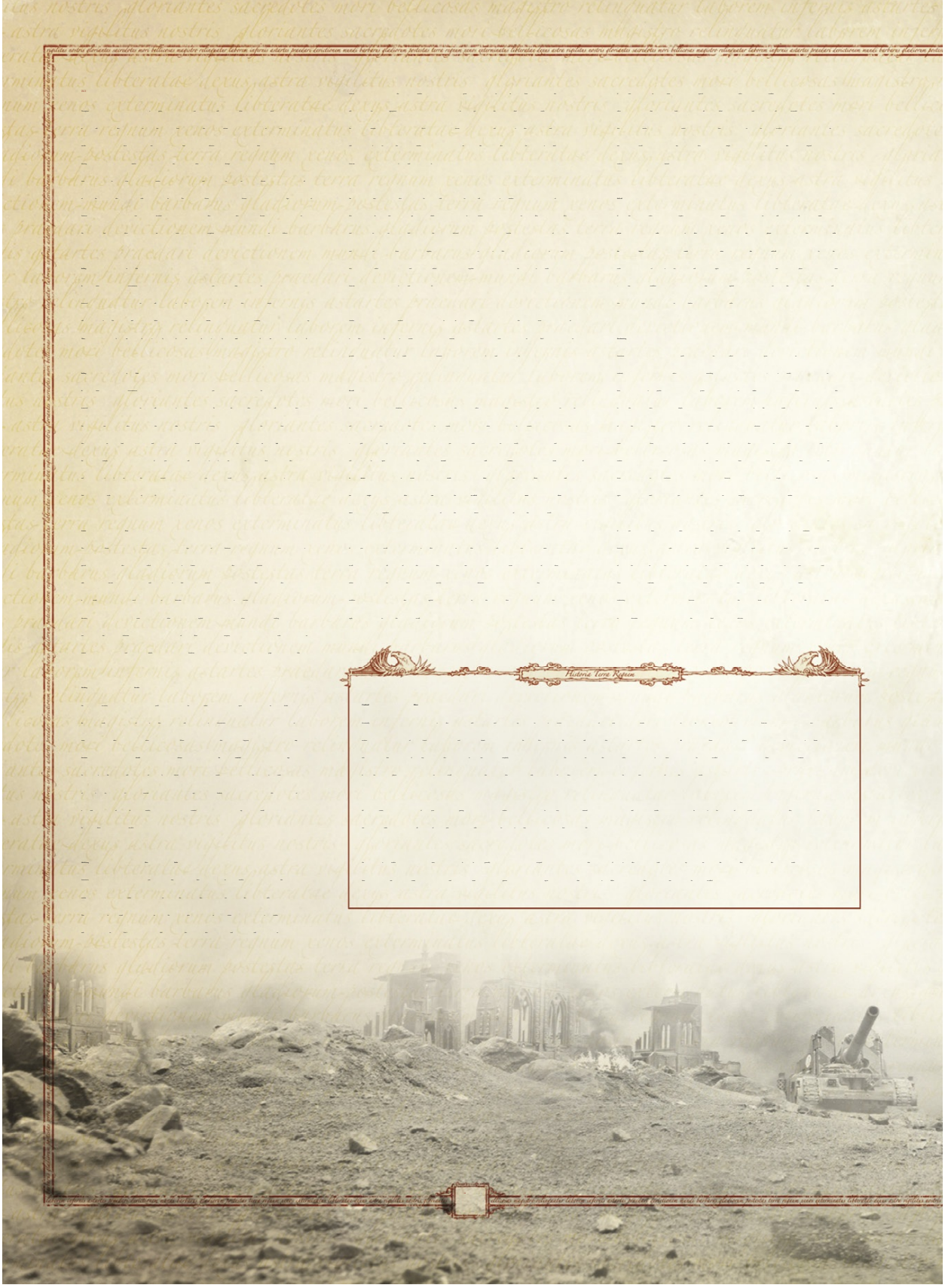
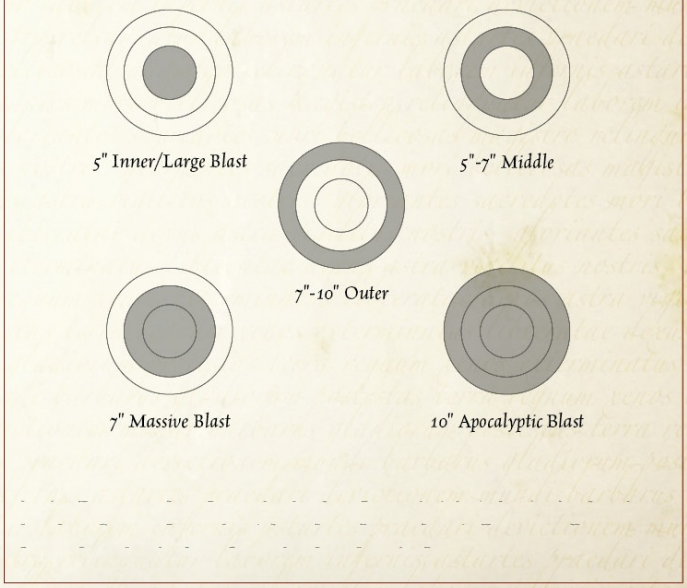
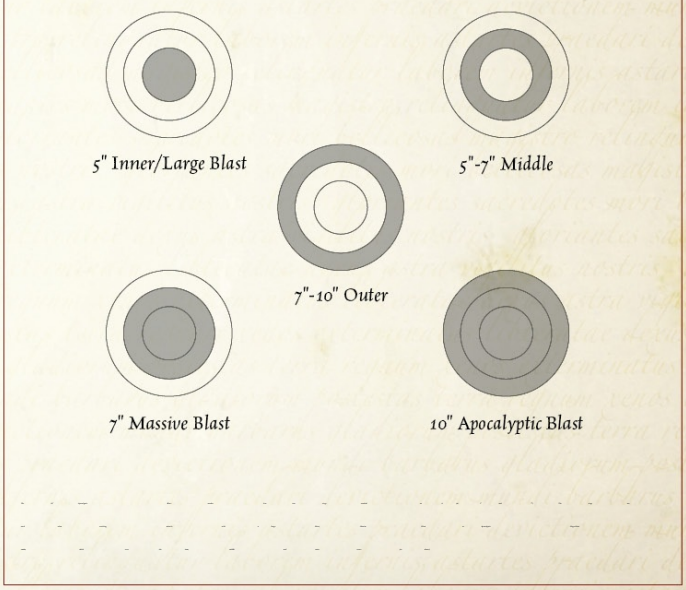
Historia Terre Rafien




5" Inner/Large Blast
5"-7" Middle
7"-10" Outer
7" Massive Blast
10" Apocalyptic Blast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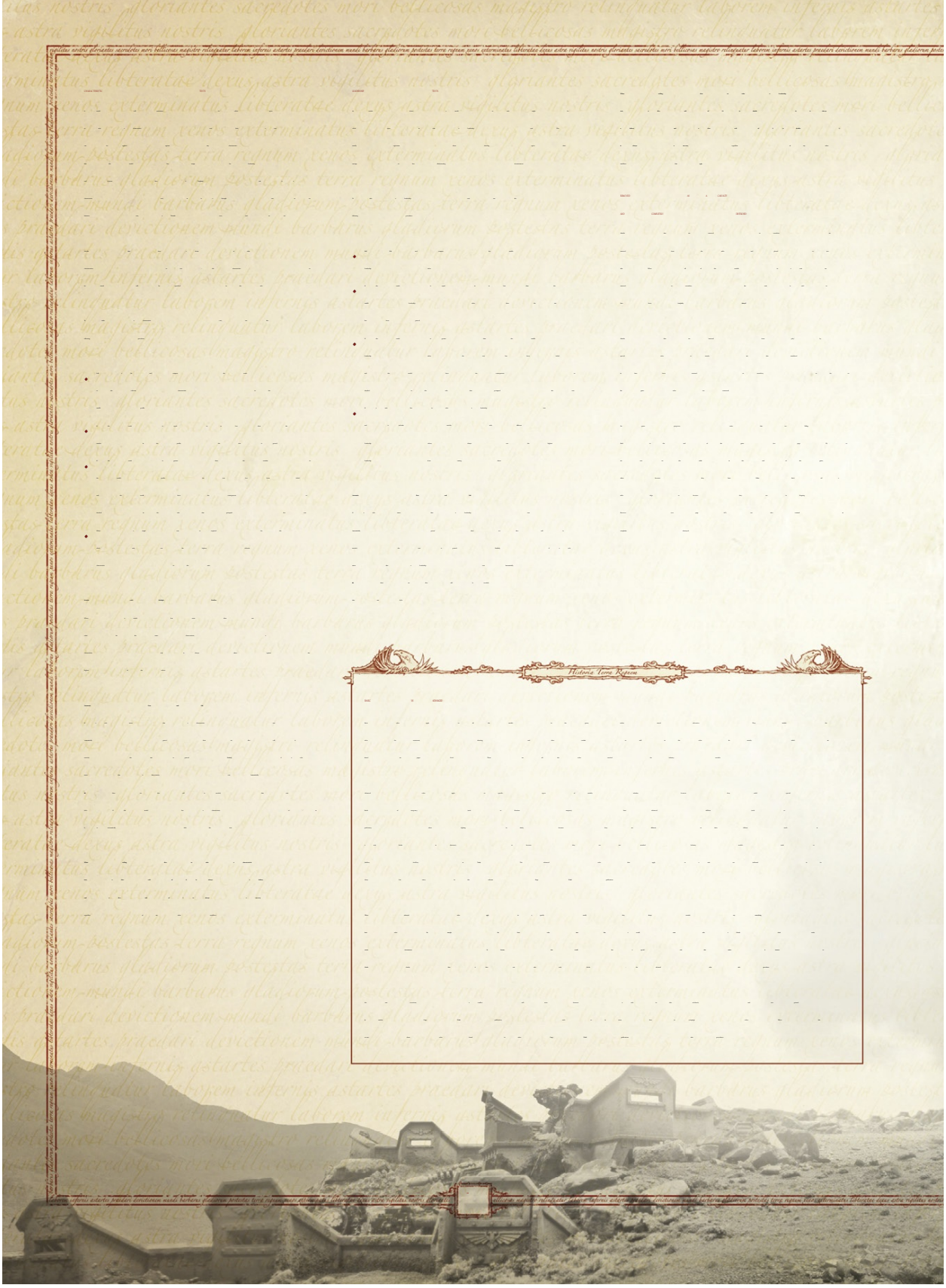
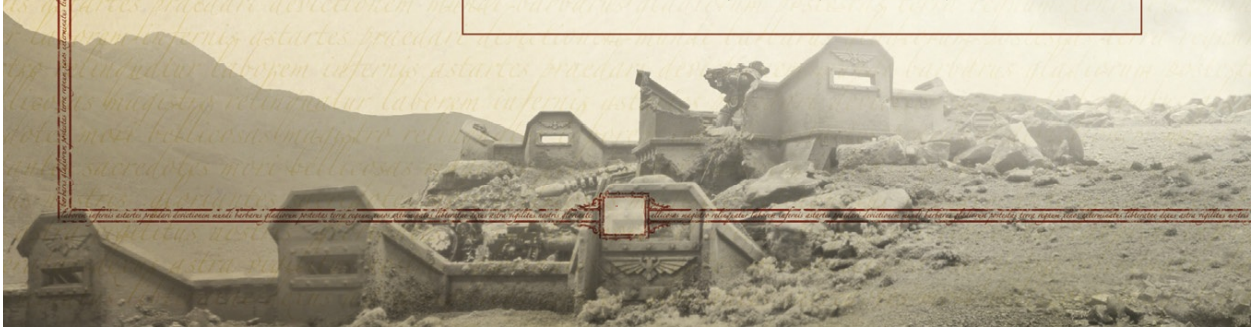
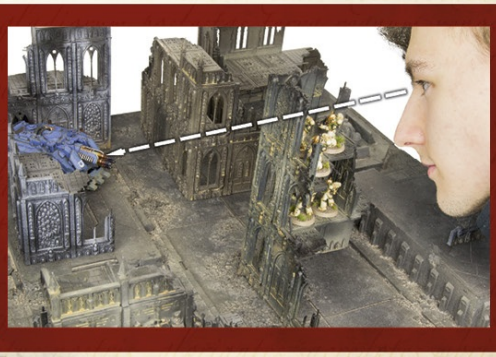
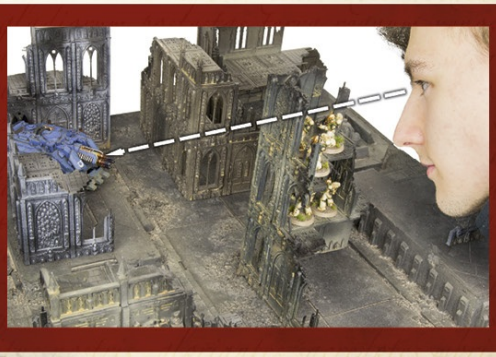
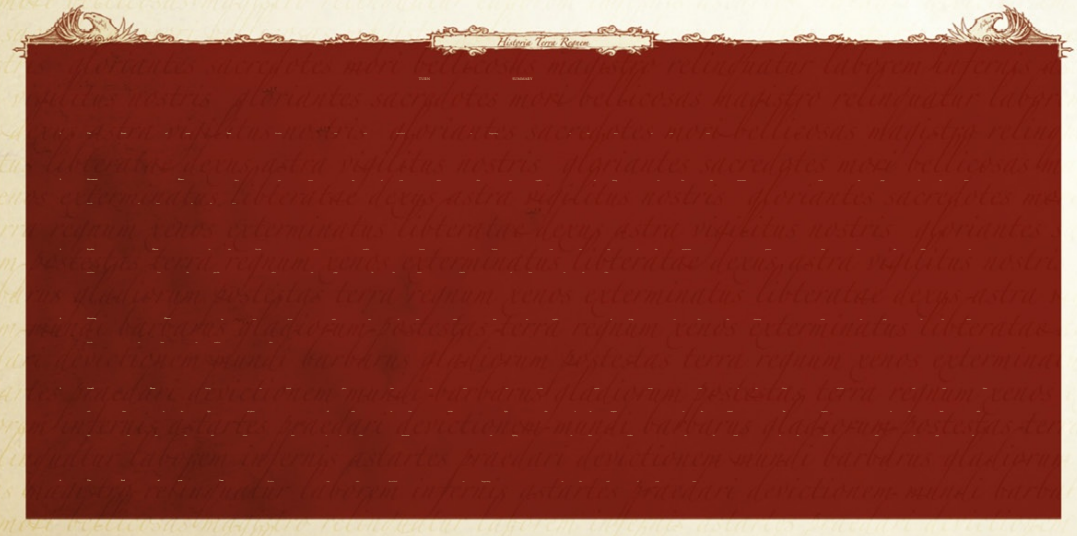

Historia Terra Regnum

Historia Terra Regem

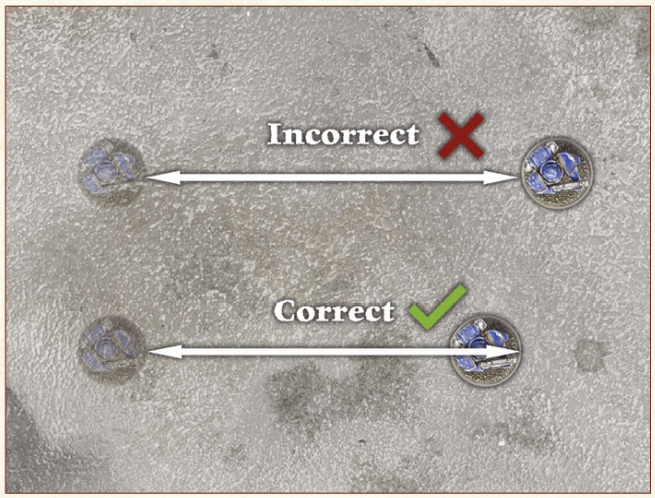







Historia Terræ Regum

Historia Nova Regum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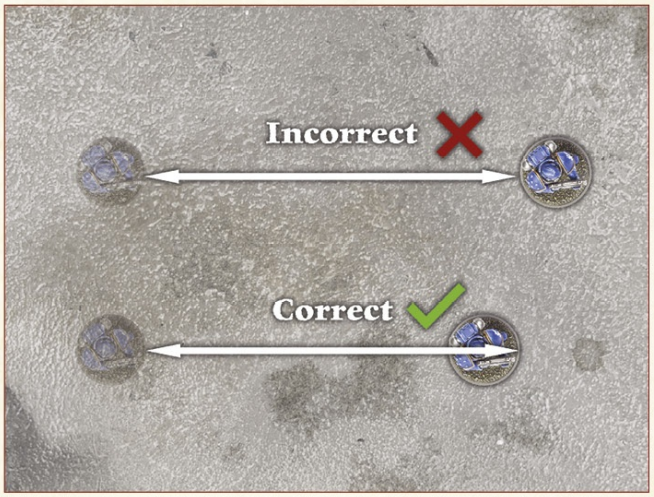
Correct


Incorrect
Correct

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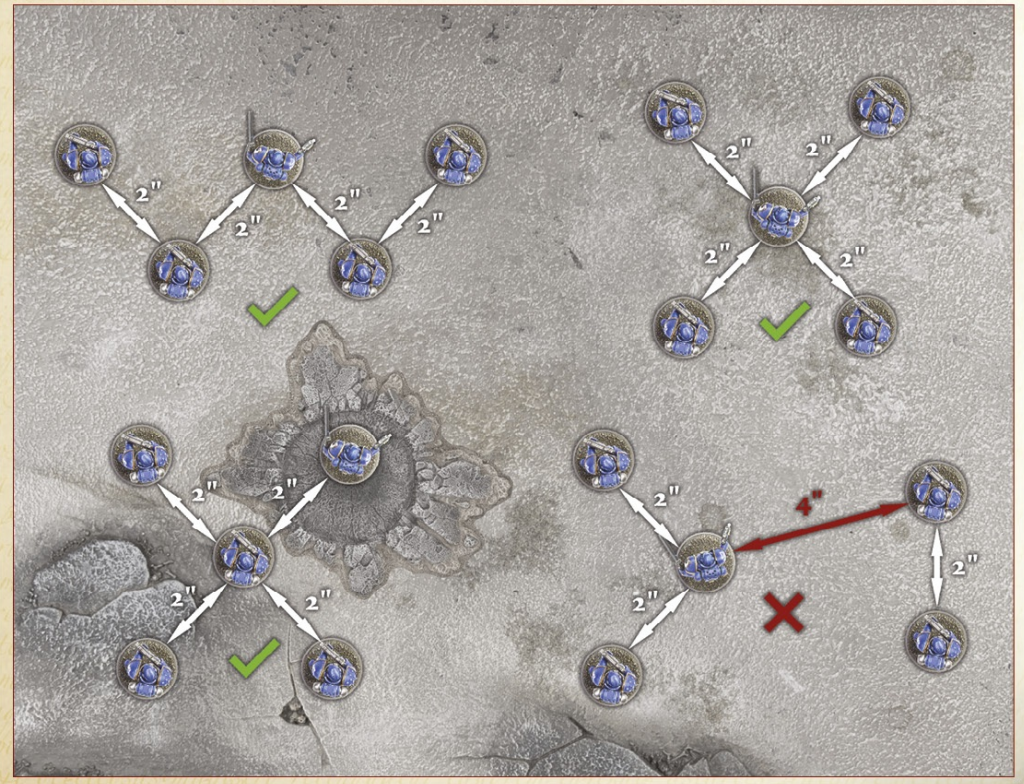
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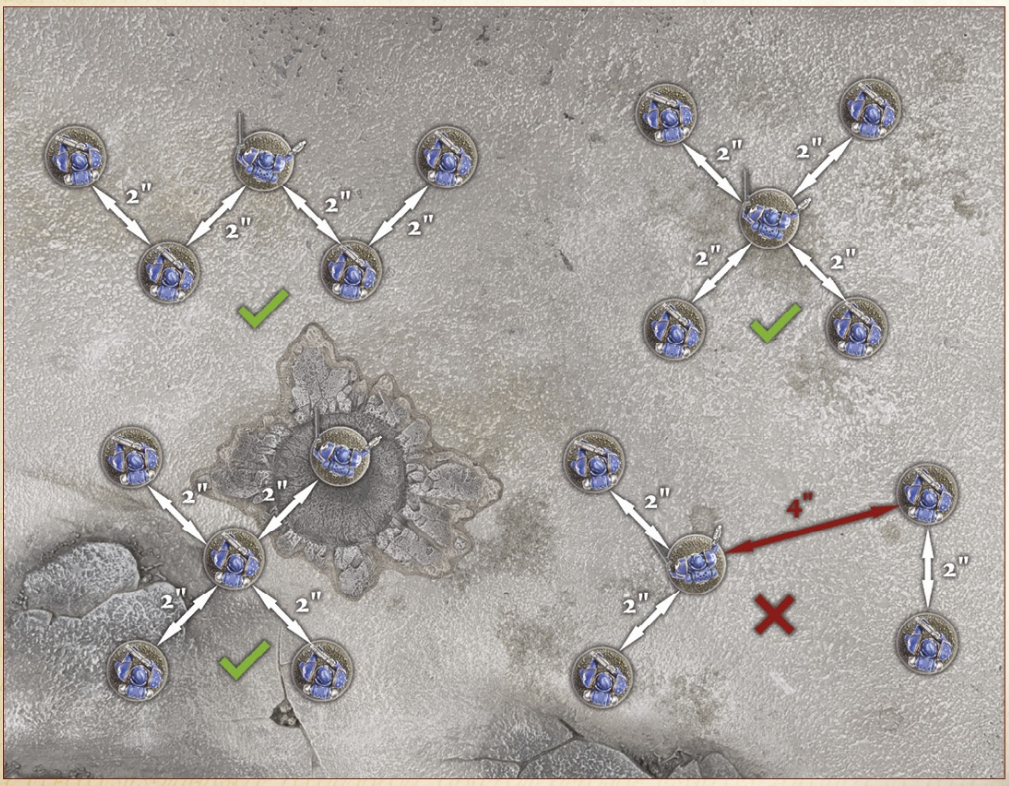
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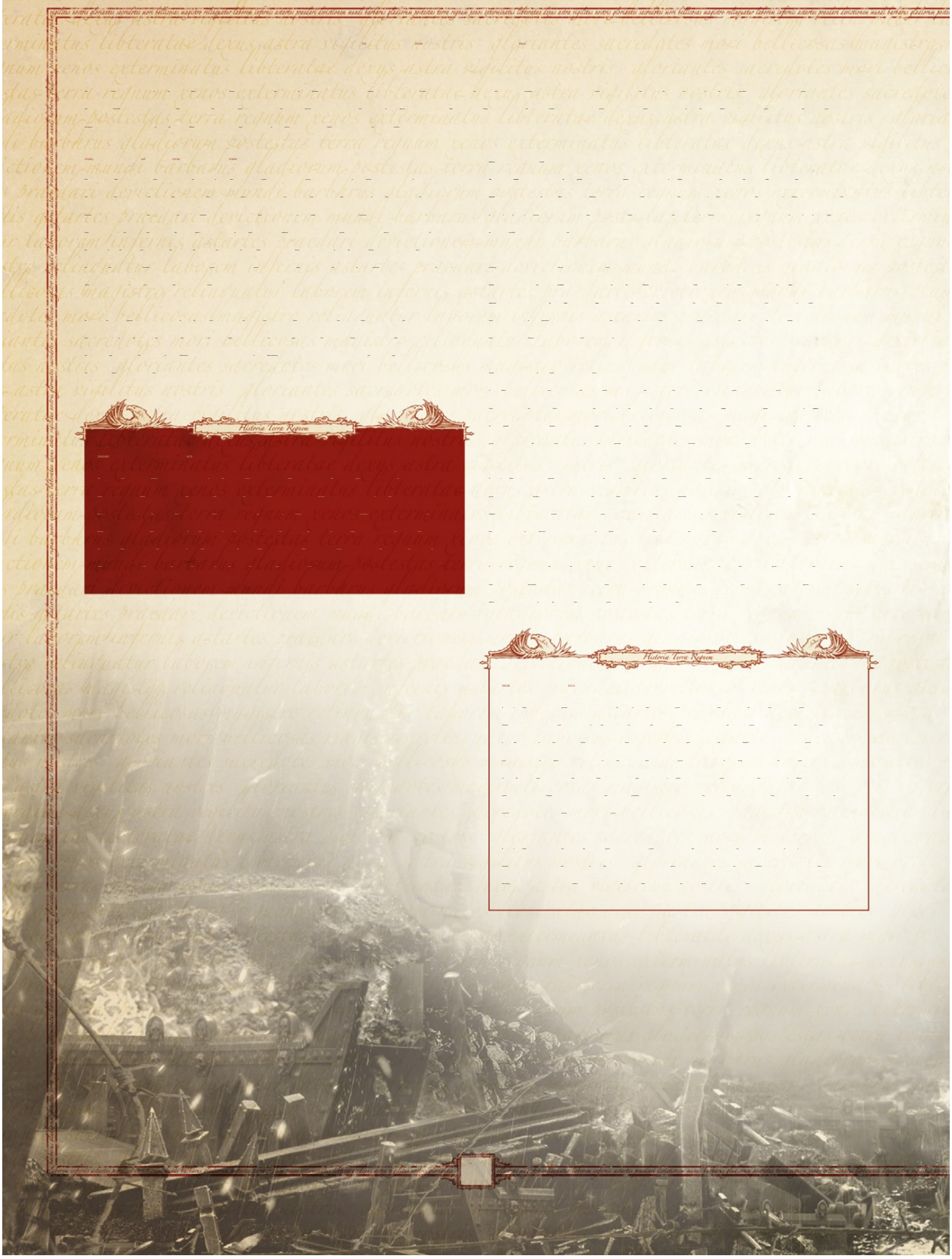
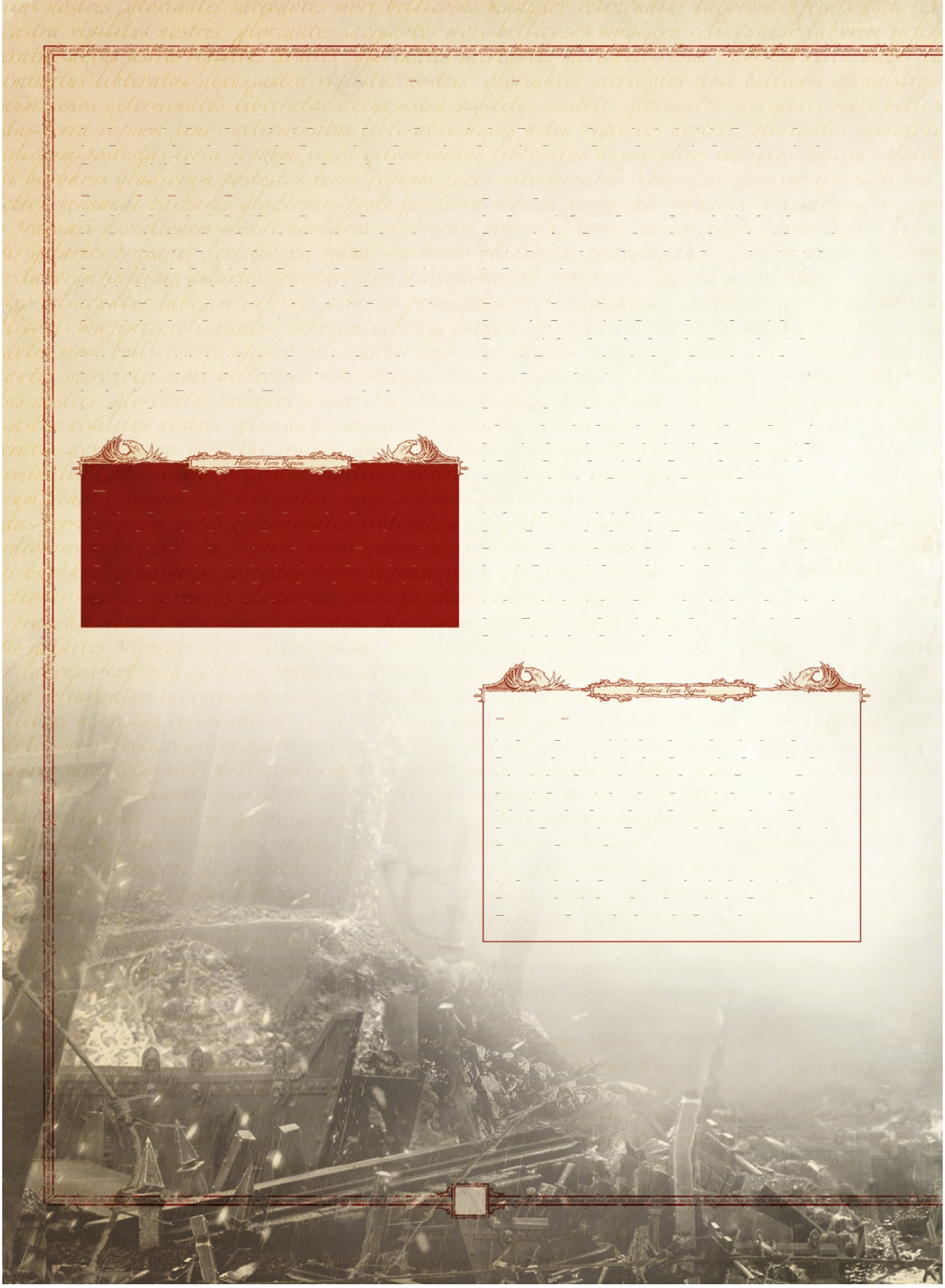

Historia Terræ Regum
Historia Terræ Regum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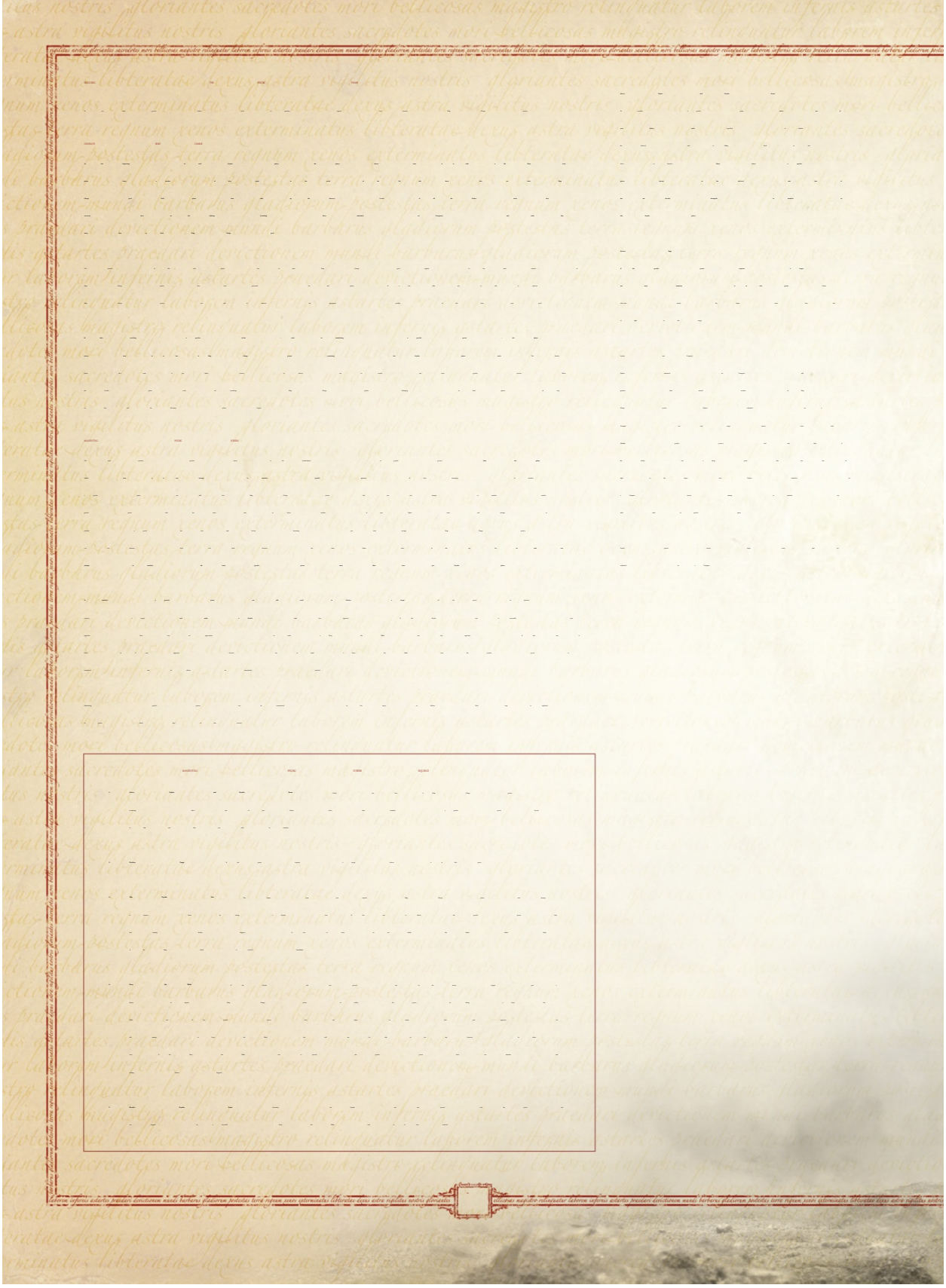

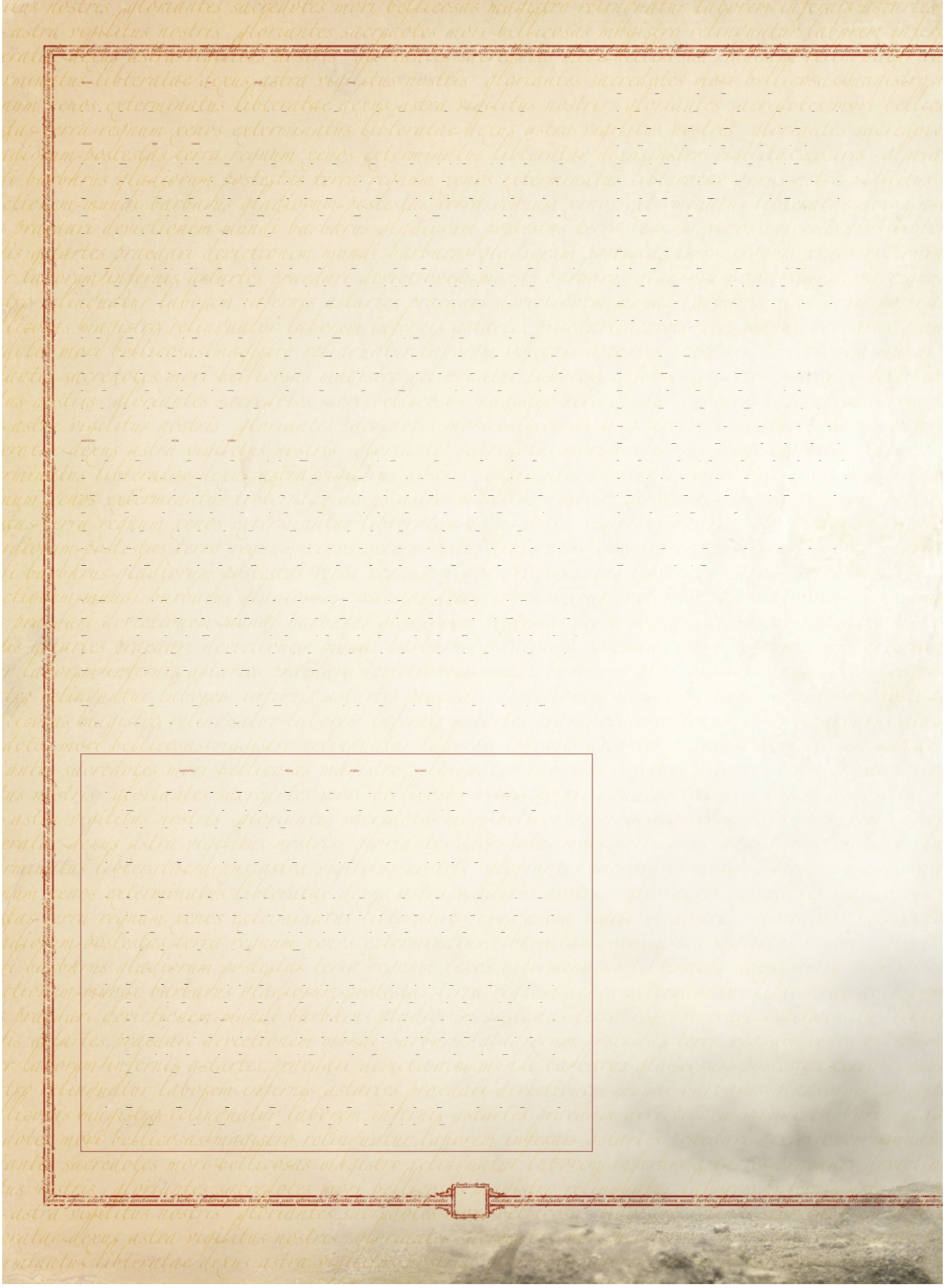

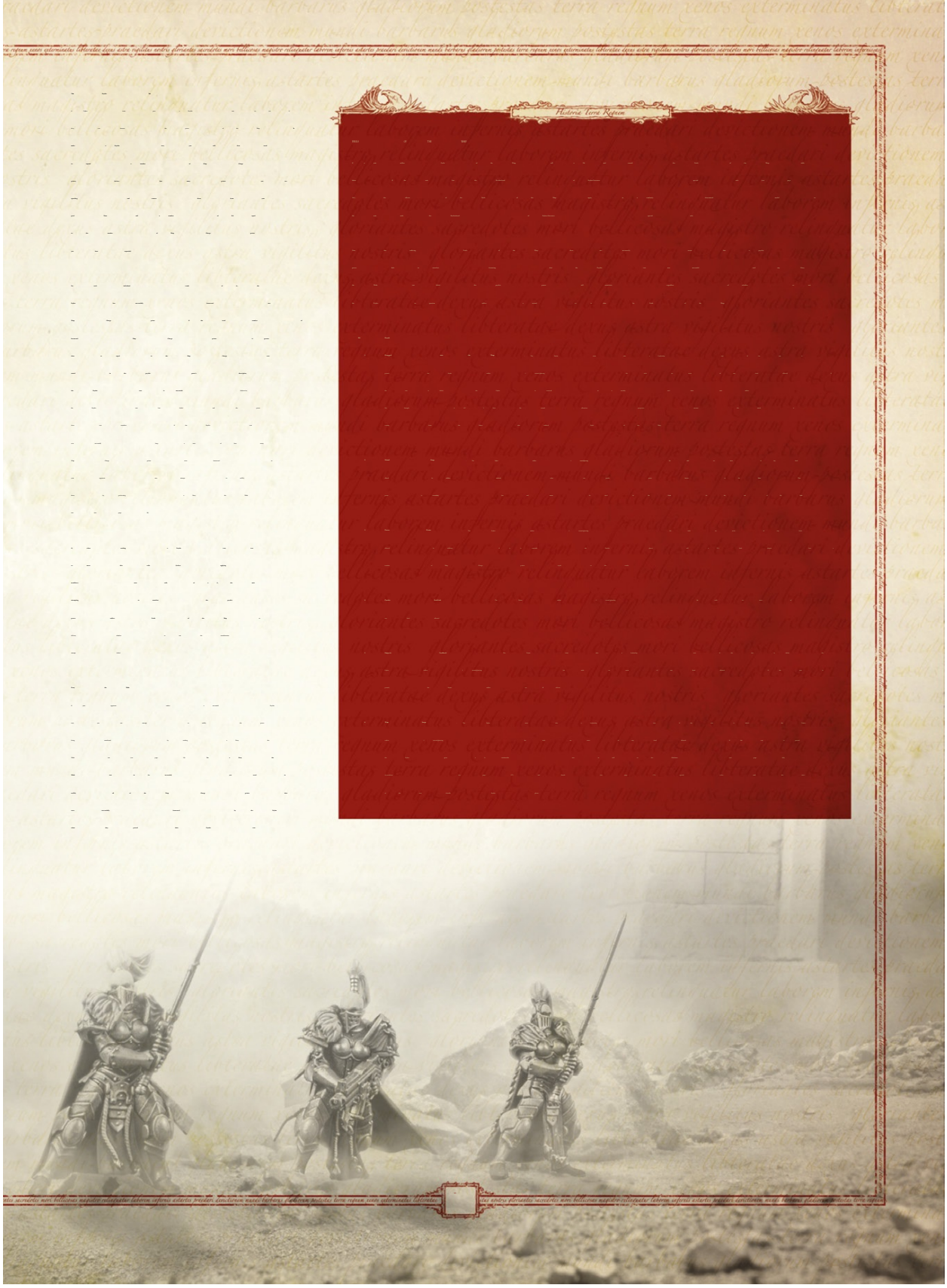

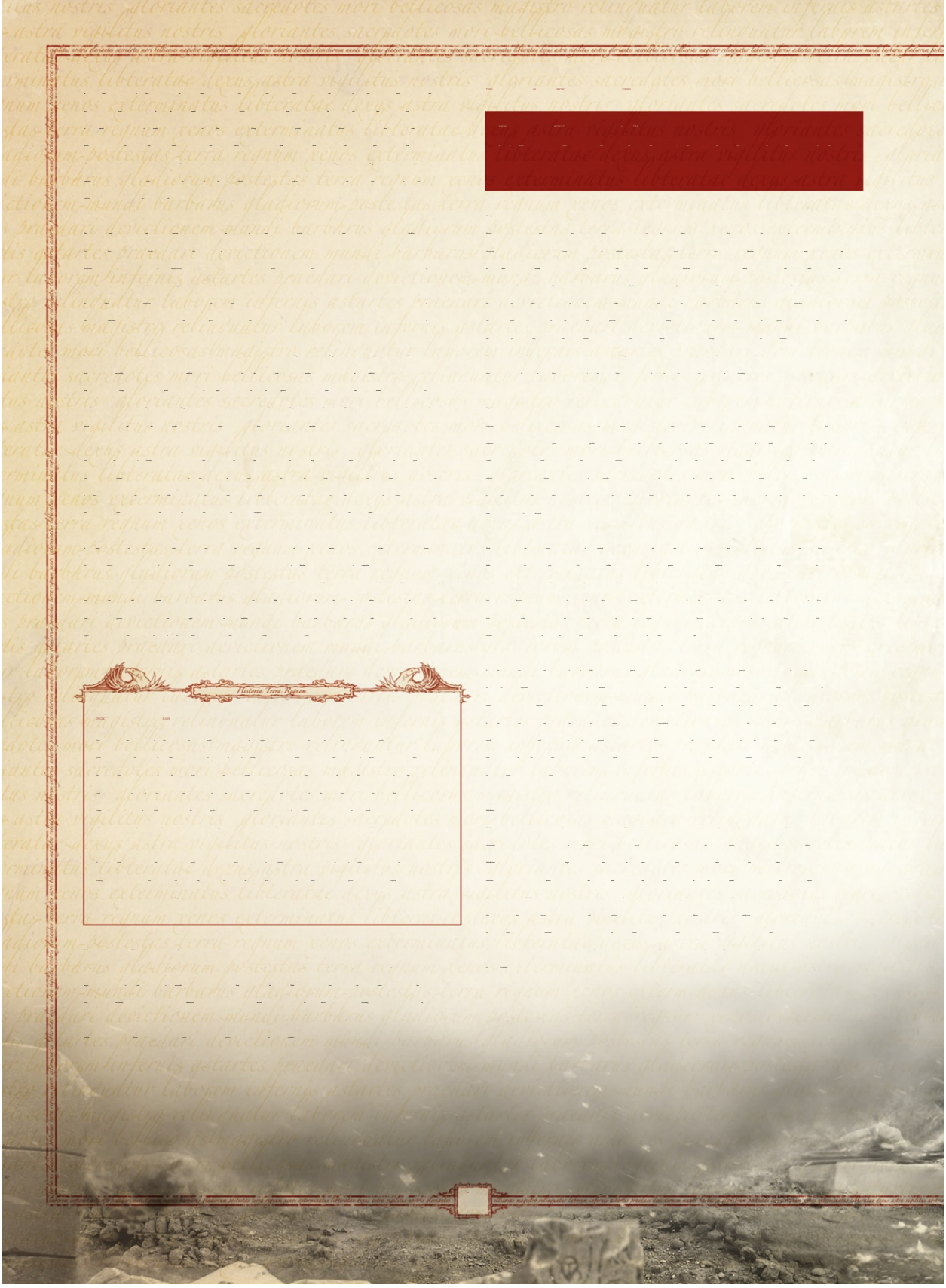
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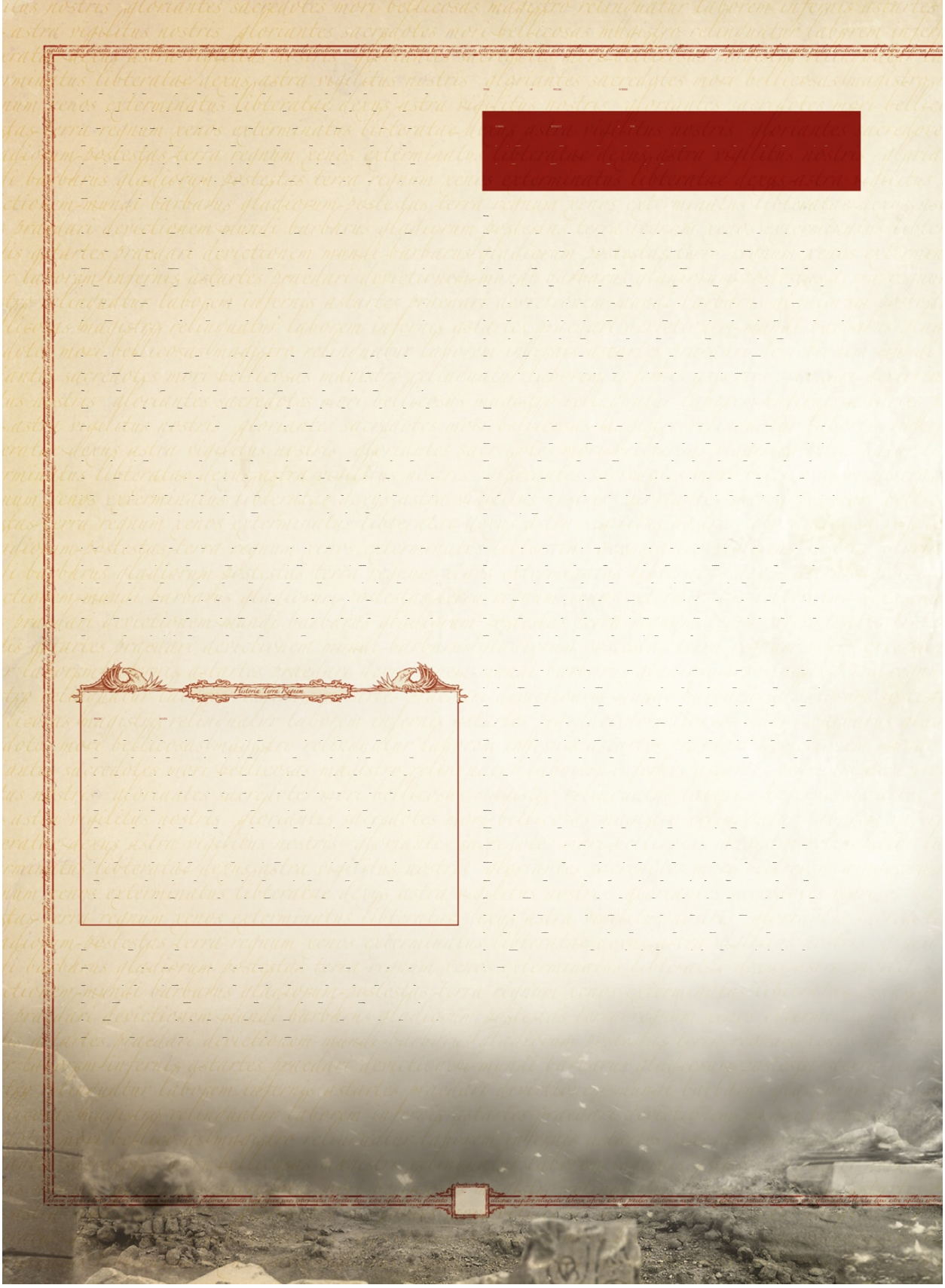
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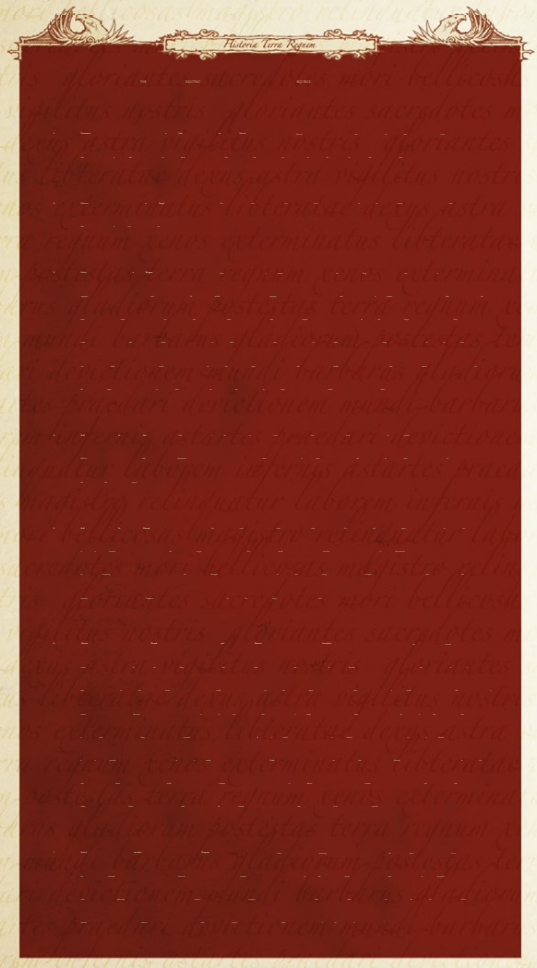
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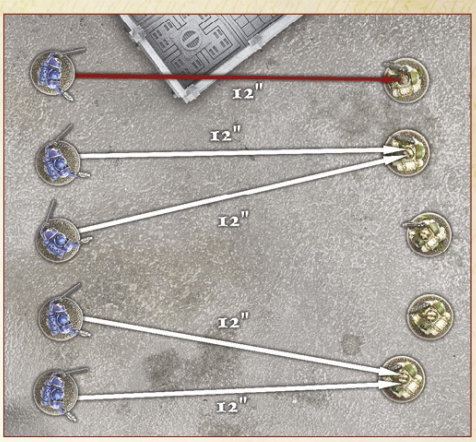
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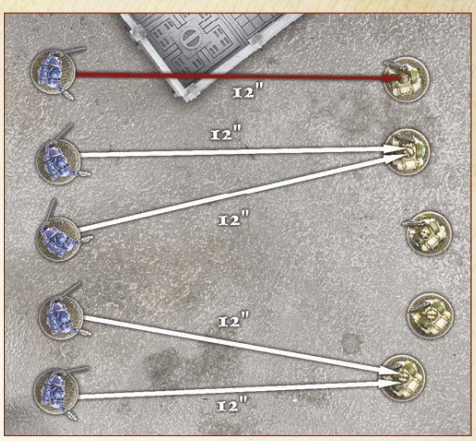
12"
12"
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12"

Historia Terra Regnum

Historia Terra Refoem

TO WOUND CHART

Target's Toughness

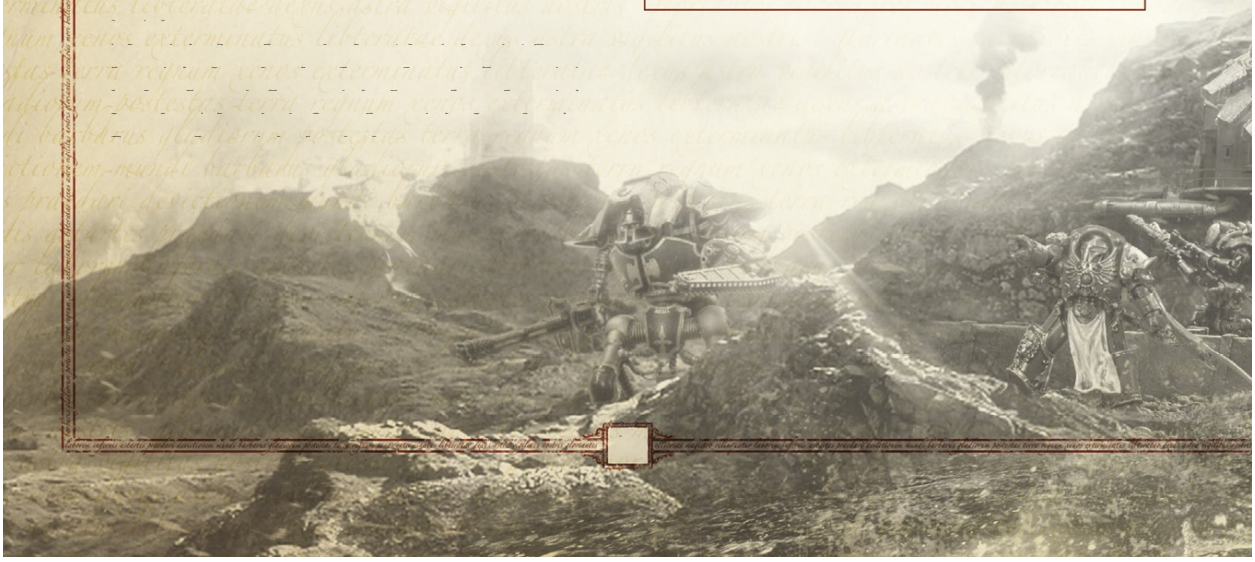
	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

TO WOUND CHART

Target's Toughness

	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

A
B
Y
X



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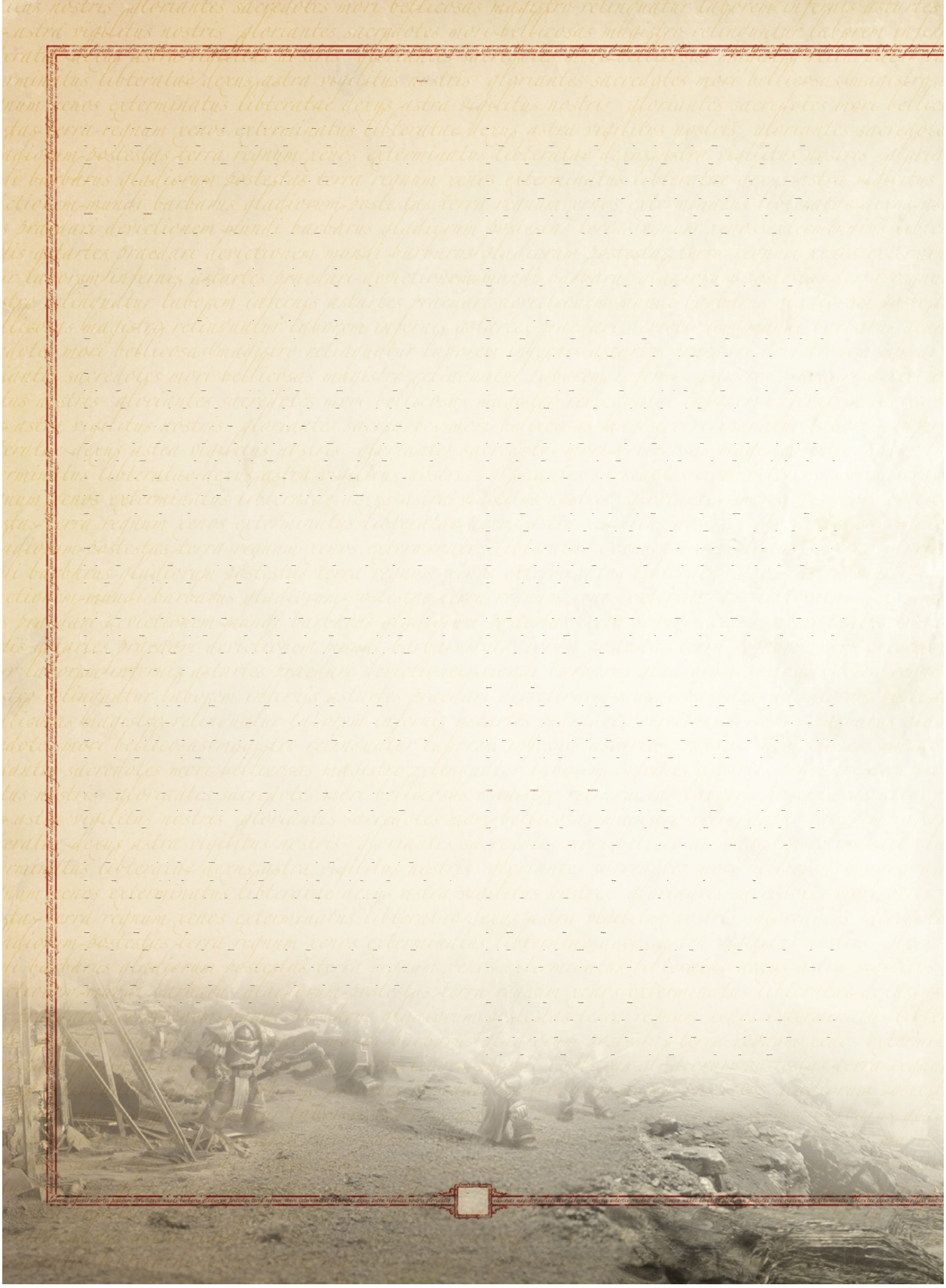
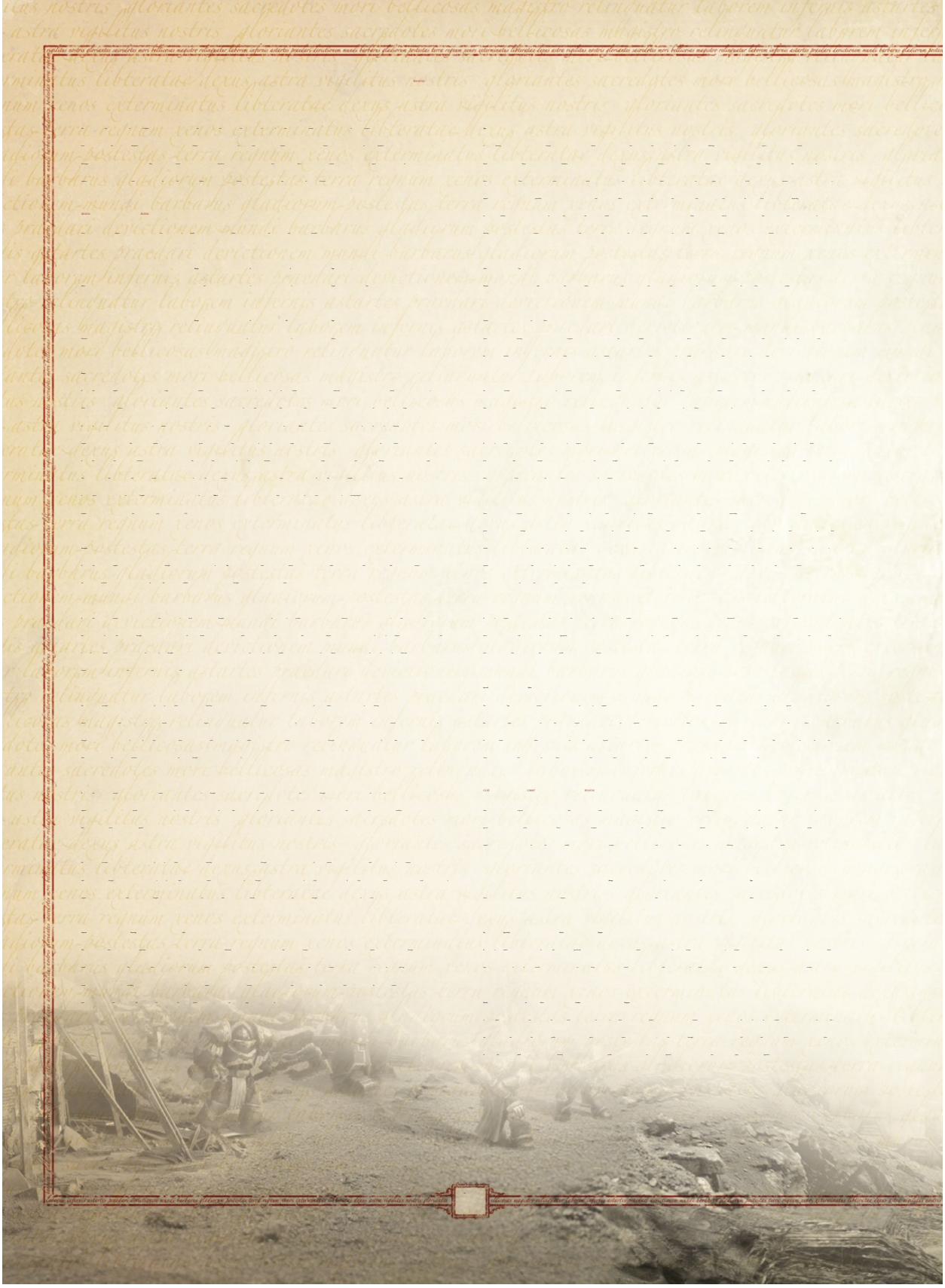
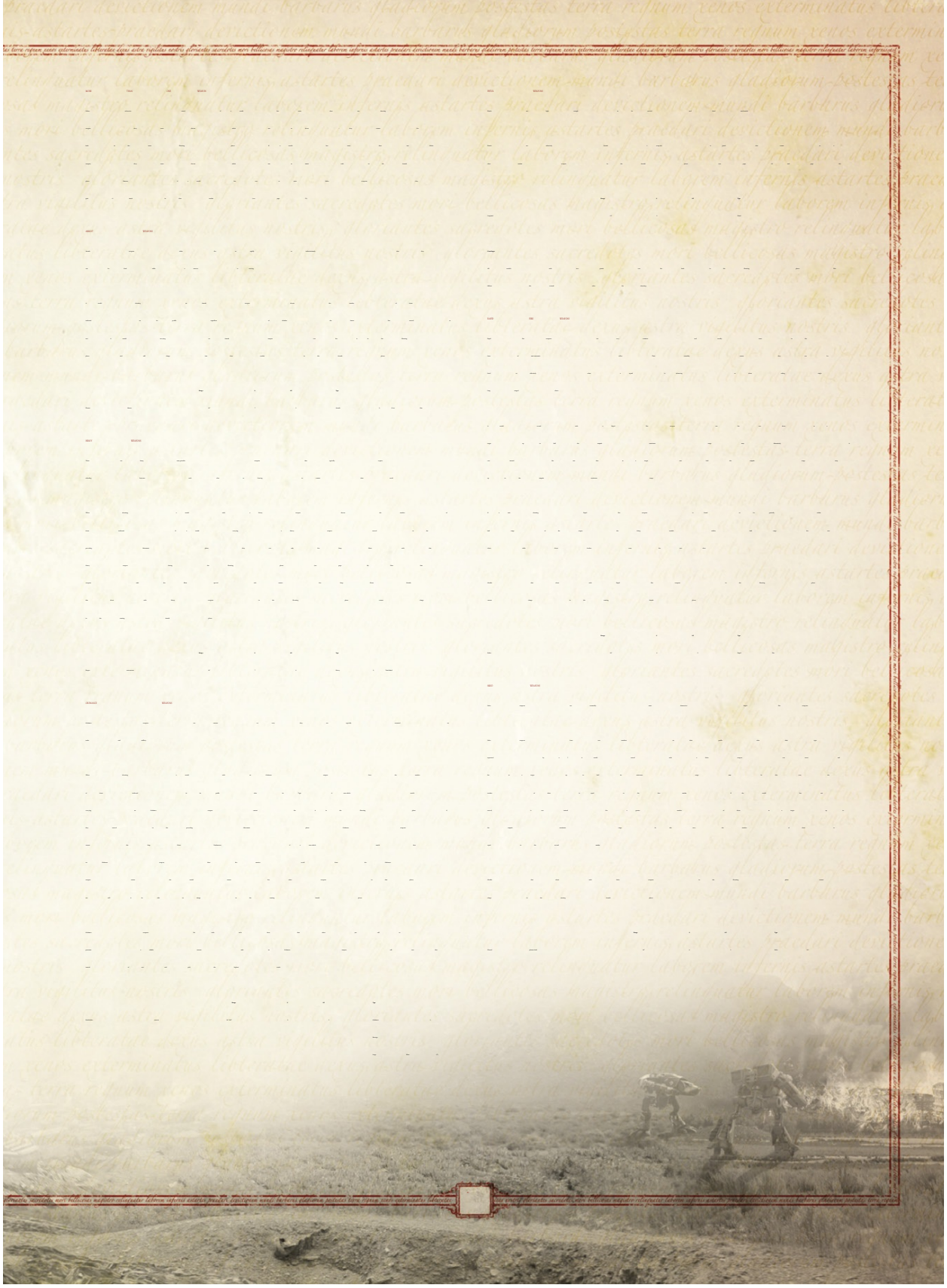
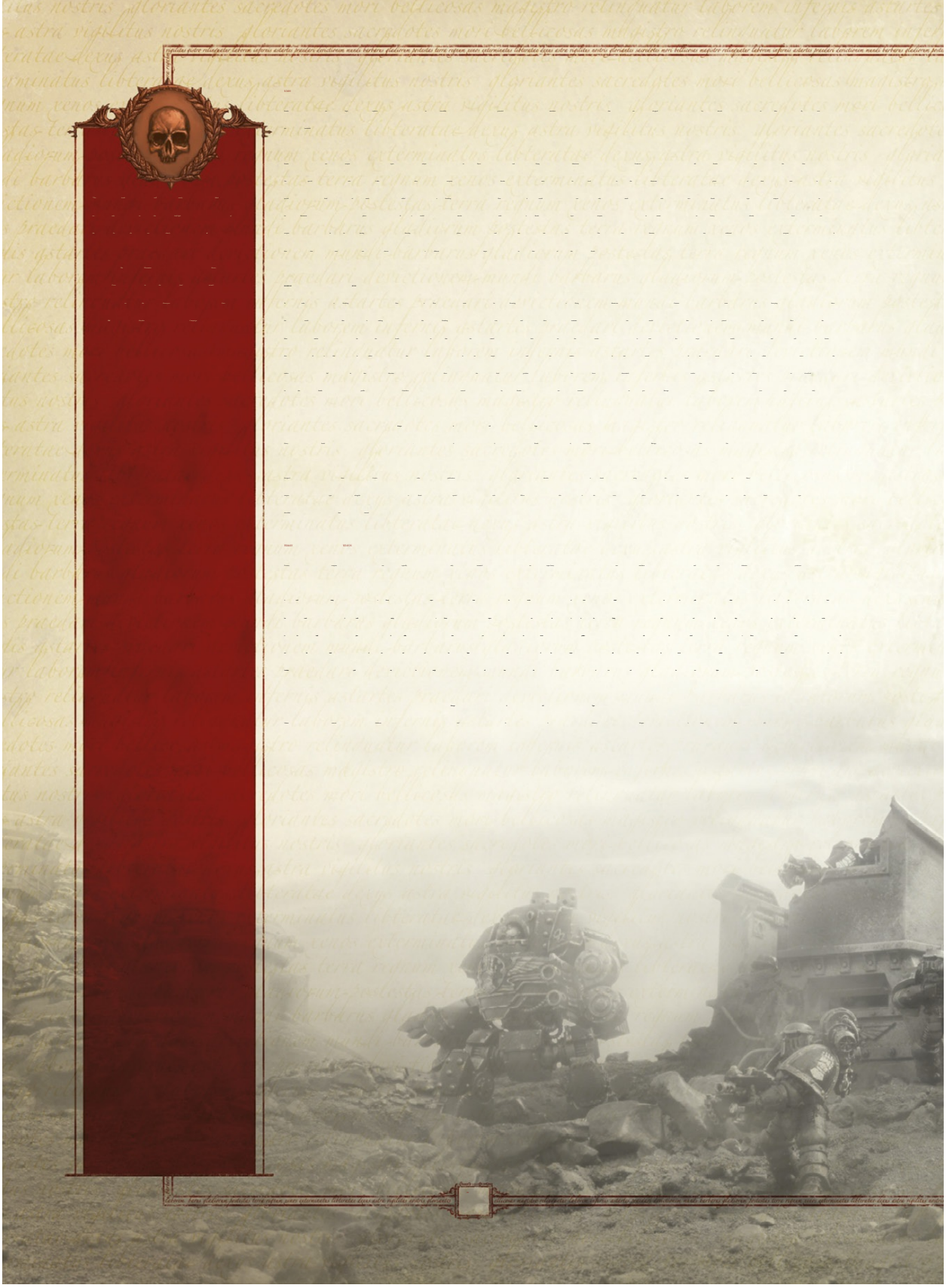
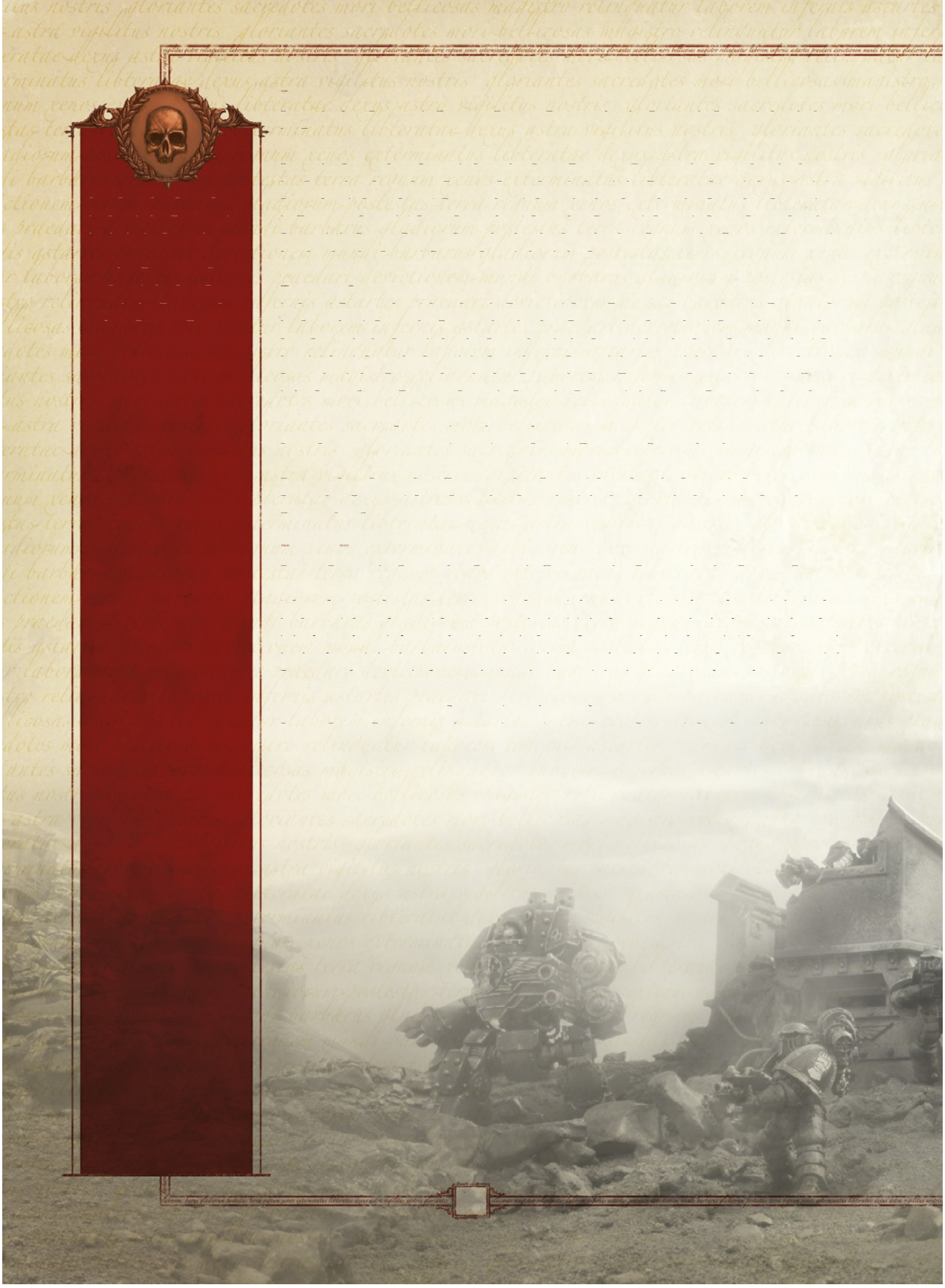
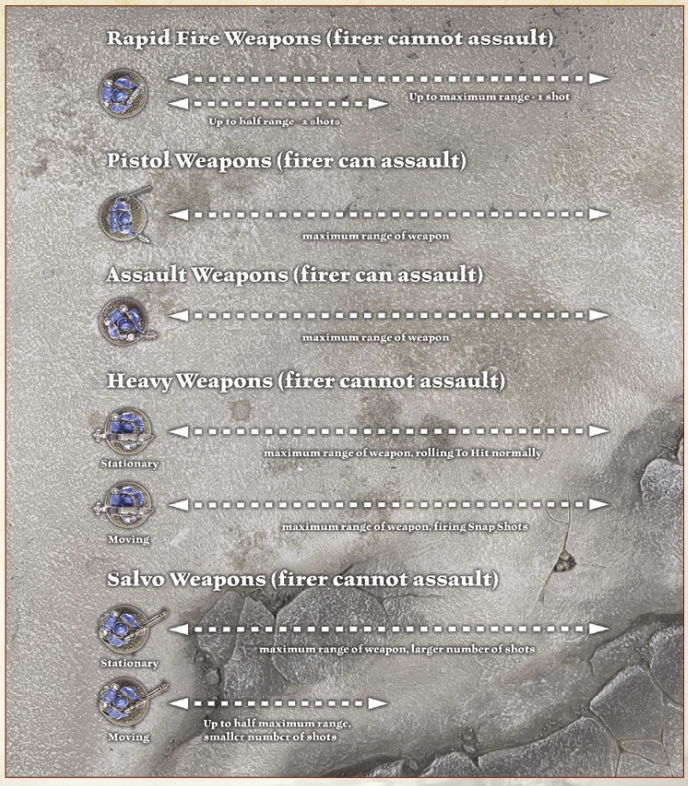


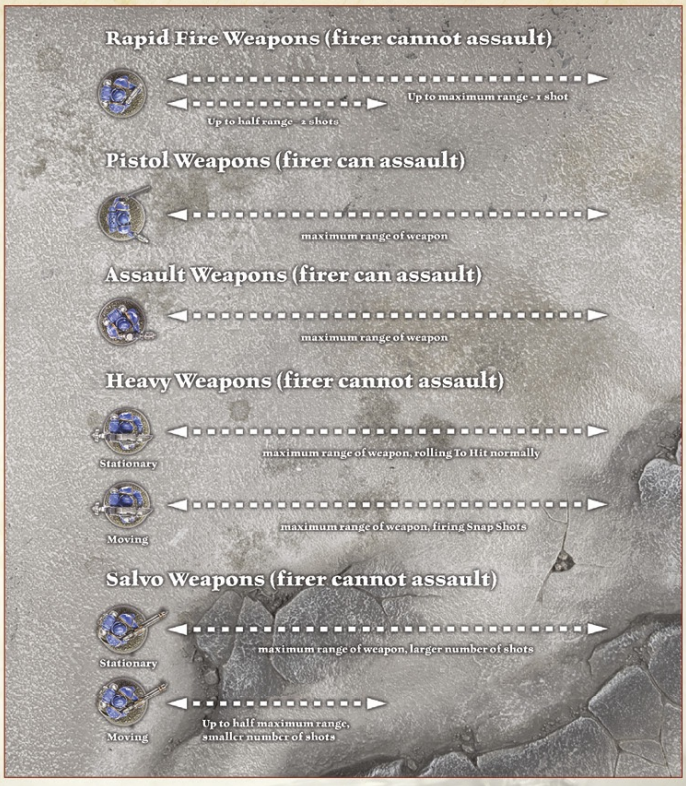









Rapid Fire Weapons (firer cannot assault)
Up to maximum range - 1 shot
Up to half range - 2 shots
Pistol Weapons (firer can assault)
maximum range of weapon
Assault Weapons (firer can assault)
maximum range of weapon
Heavy Weapons (firer cannot assault)
Stationary
maximum range of weapon, rolling To Hit normally
Moving
maximum range of weapon, firing Snap Shots
Salvo Weapons (firer cannot assault)
Stationary
maximum range of weapon, larger number of shots
Moving
Up to half maximum range, smaller number of shots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Pistol Weapons (firer can assault)
maximum range of weapon
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maximum range of weapon, rolling To Hit normally
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maximum range of weapon, firing Snap Shots
Salvo Weapons (firer cannot assault)
Stationary
maximum range of weapon, larger number of shots
Moving
Up to half maximum range, smaller number of shots

1.
2.
3.
4.
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1.
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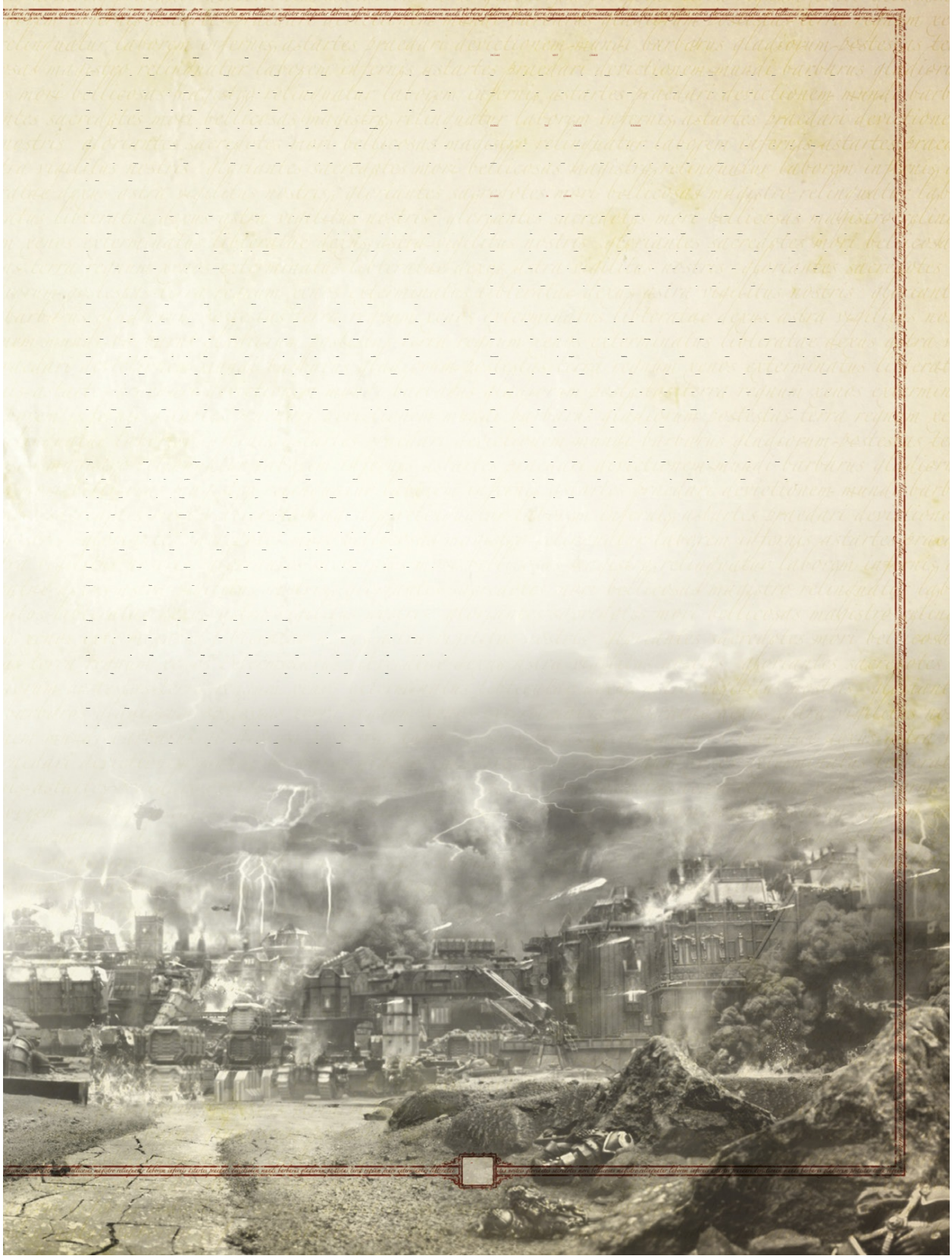


TO HIT CHART

Target's Weapon Skill

	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

TO HIT CHART

Target's Weapon Skill

	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

TO WOUND CHART

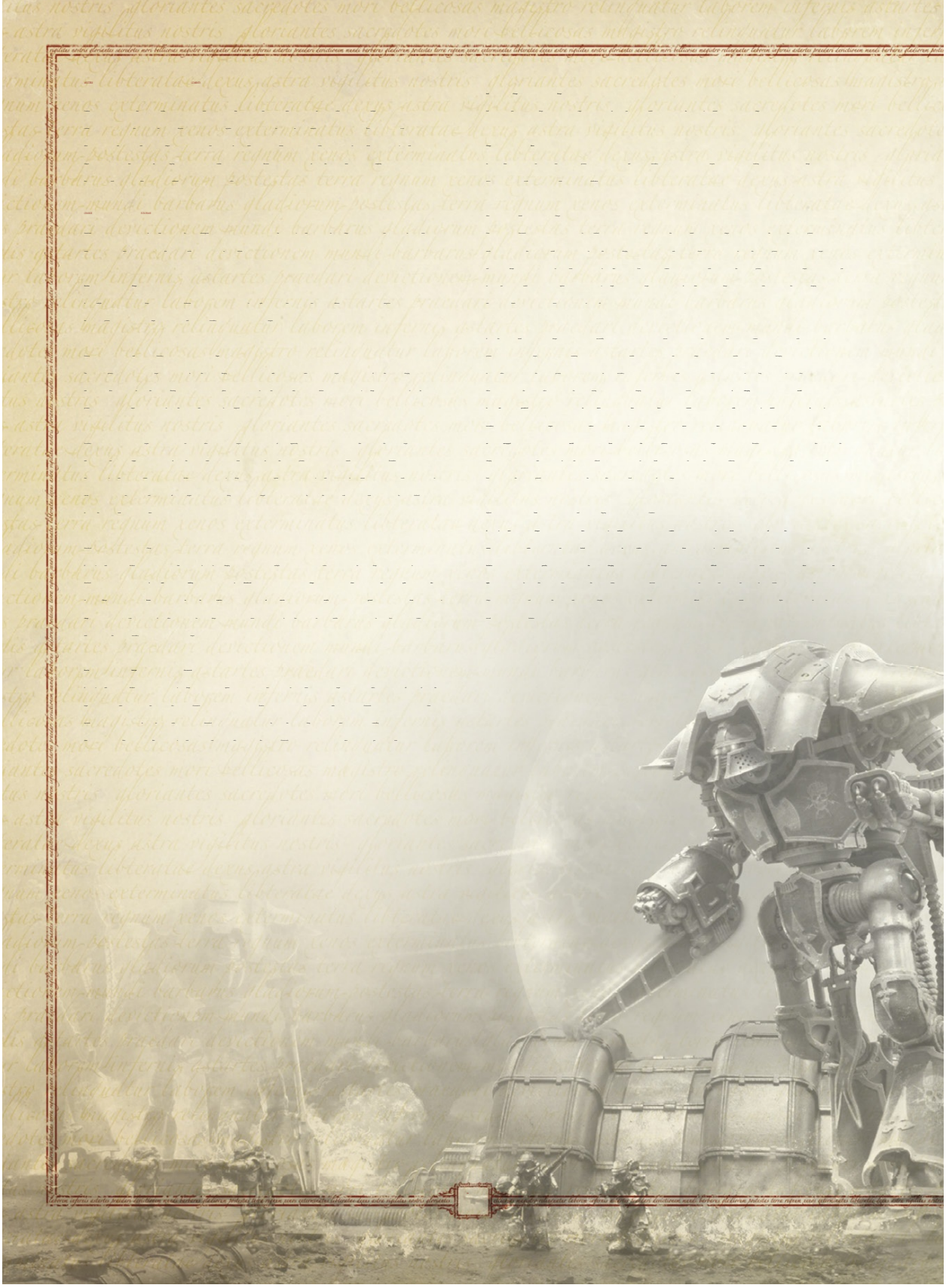
Target's Toughness

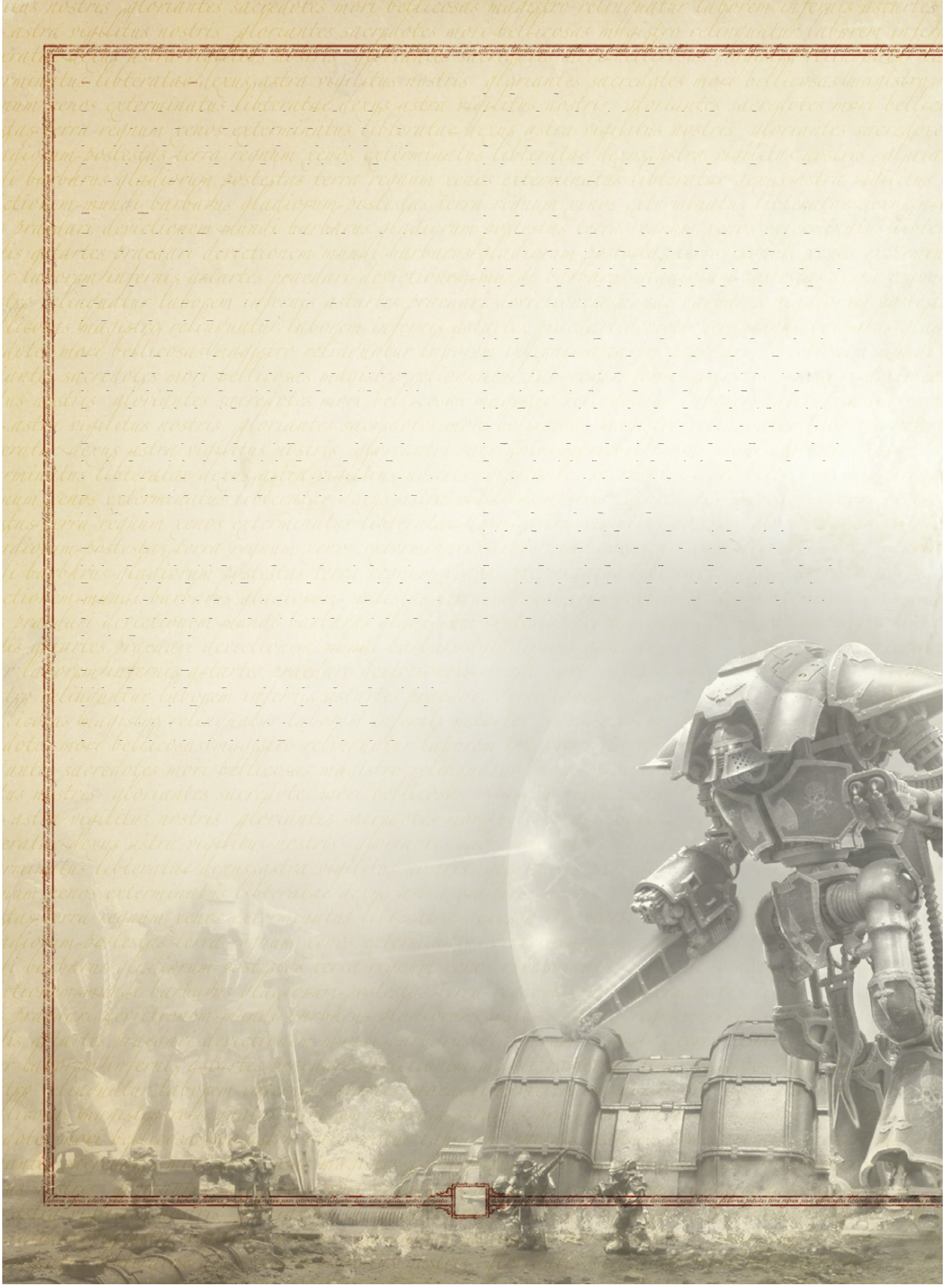
	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

TO WOUND CHART

Target's Toughness

	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+





A
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C
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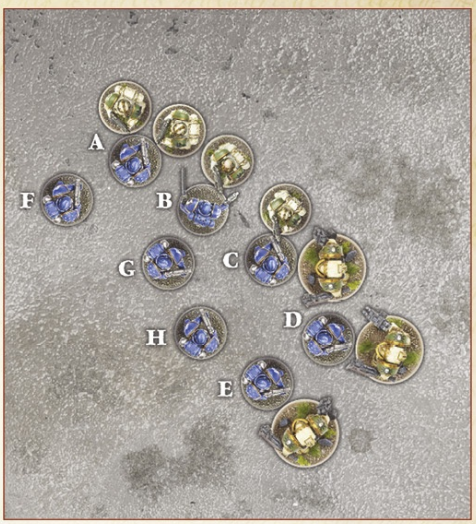
A
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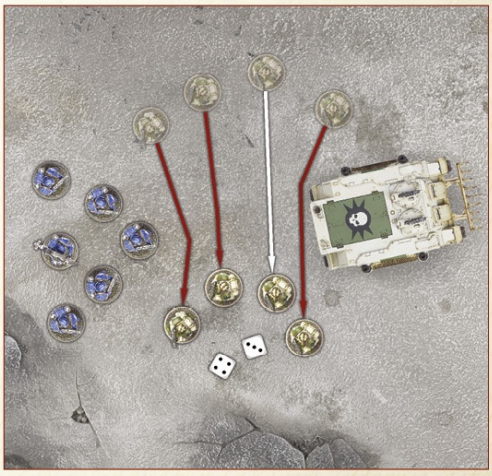
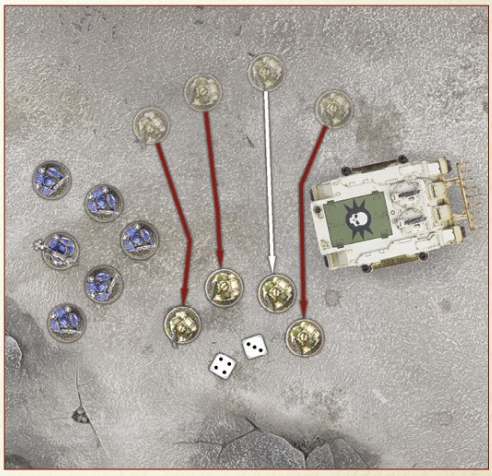
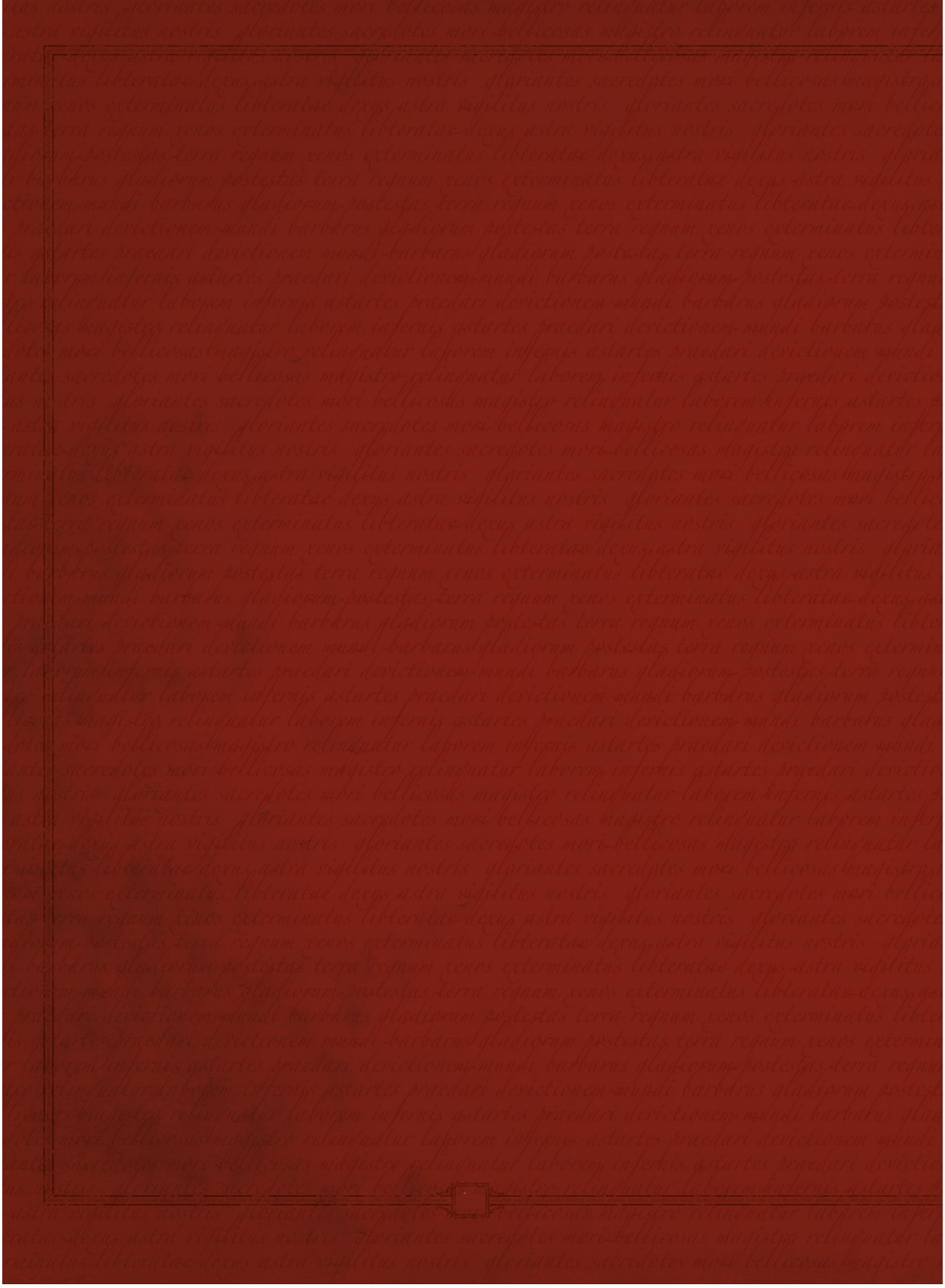
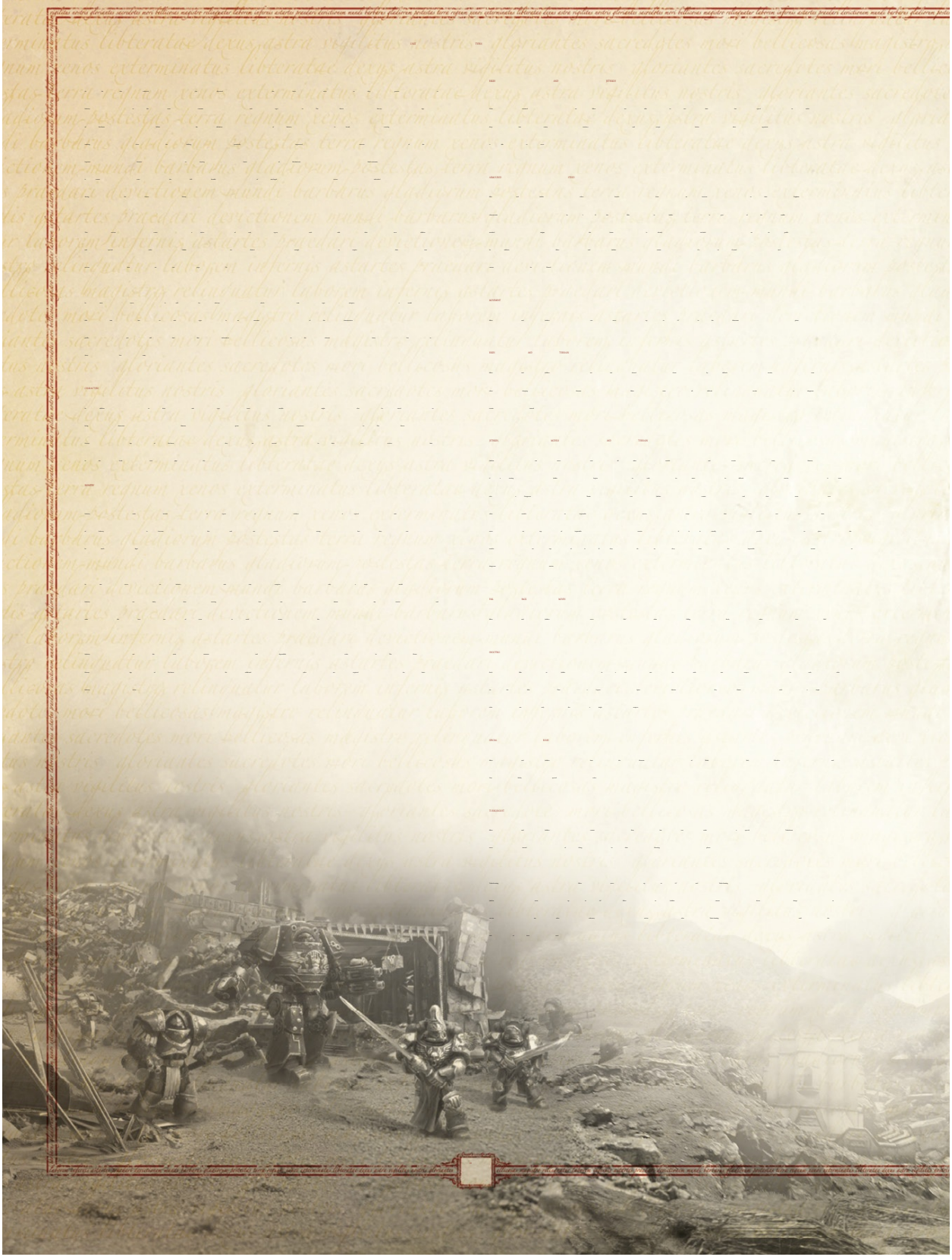


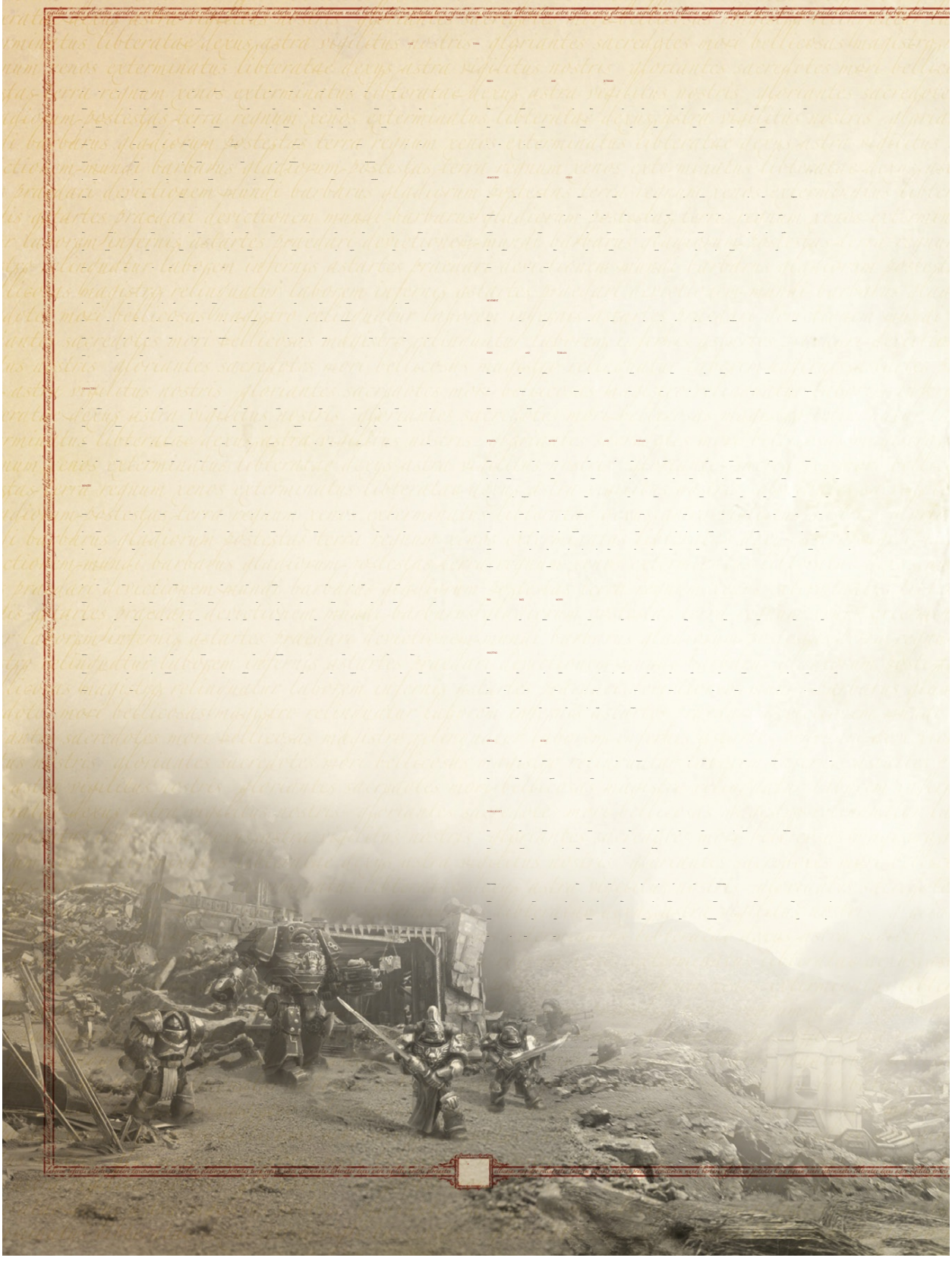


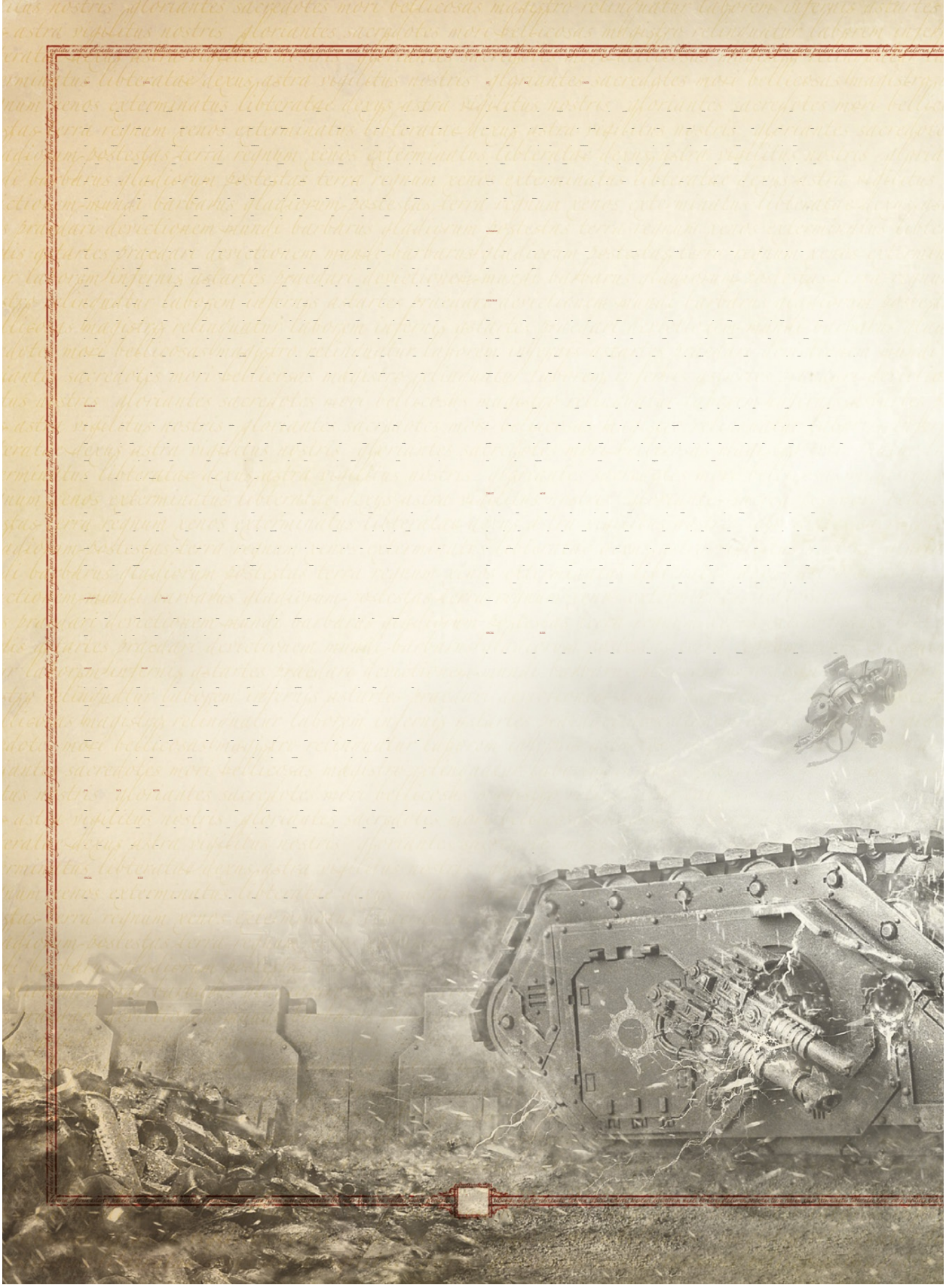


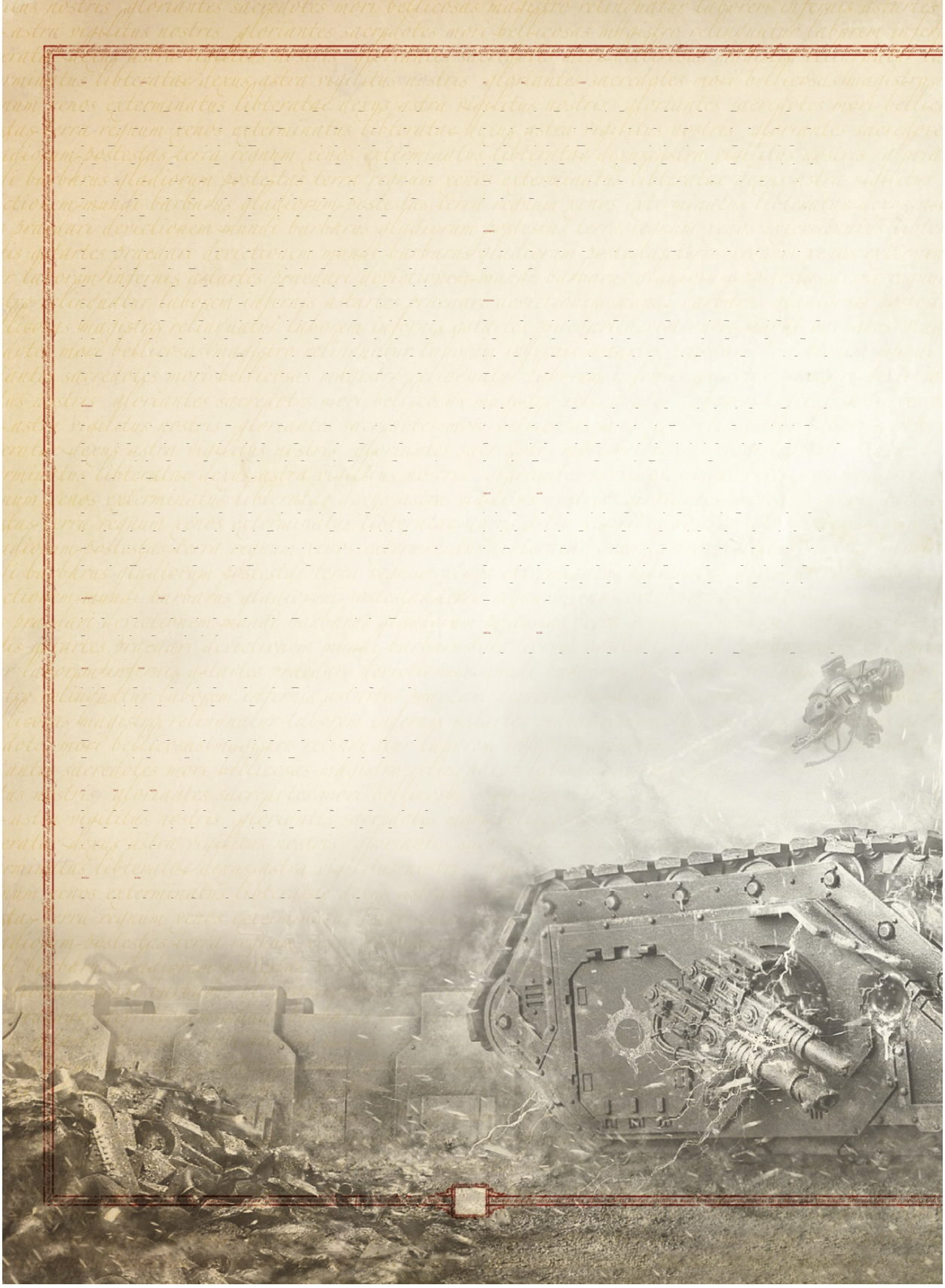
II

II



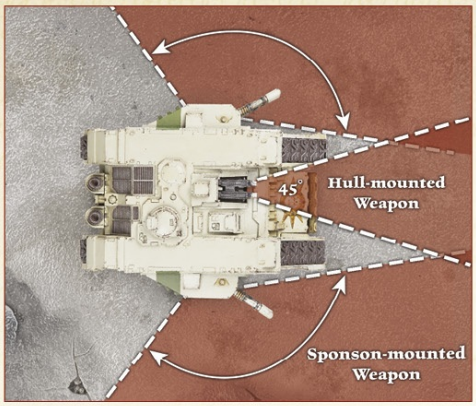


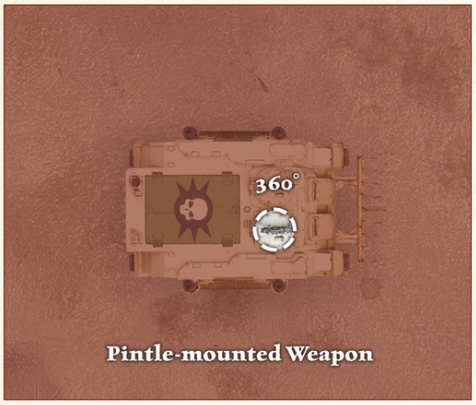




Hedrow Terra Regnum

Mutilate Terra Regnum


45°
Hull-mounted Weapon
Sponson-mounted Weapon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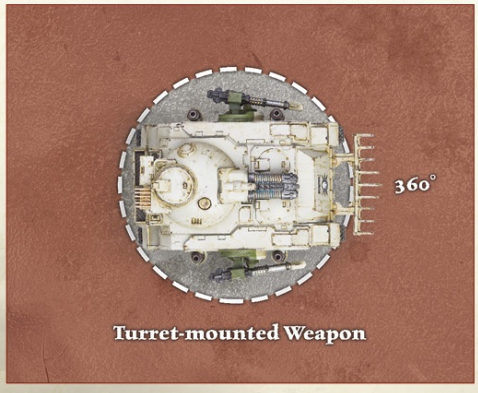
Pintle-mounted Weapon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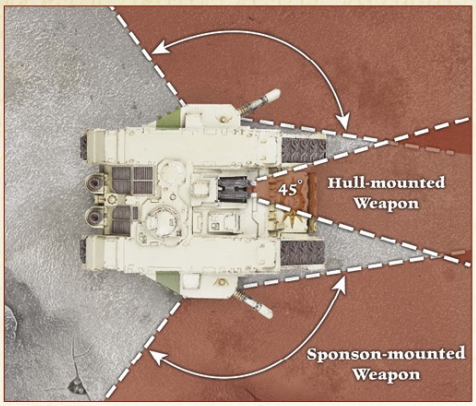
Turret-mounted Weapon

Sponson-mounted Weapon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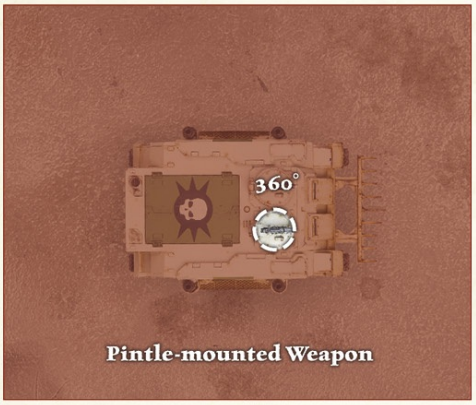
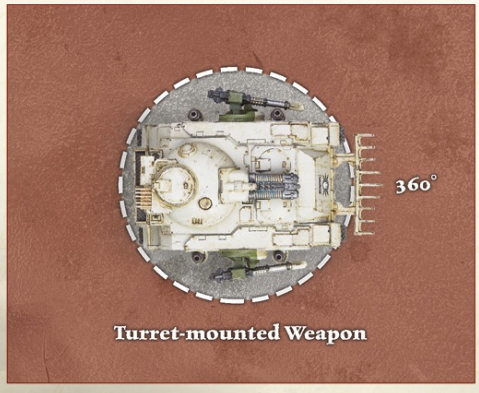
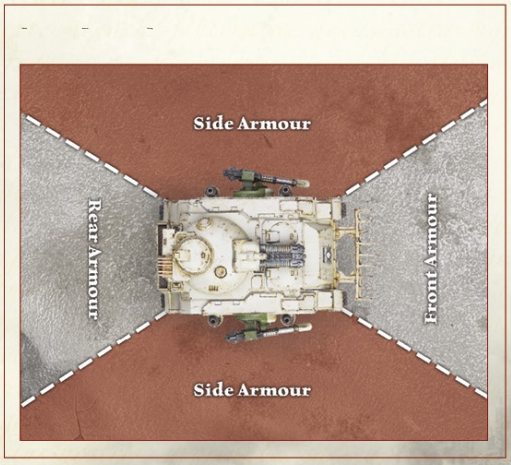
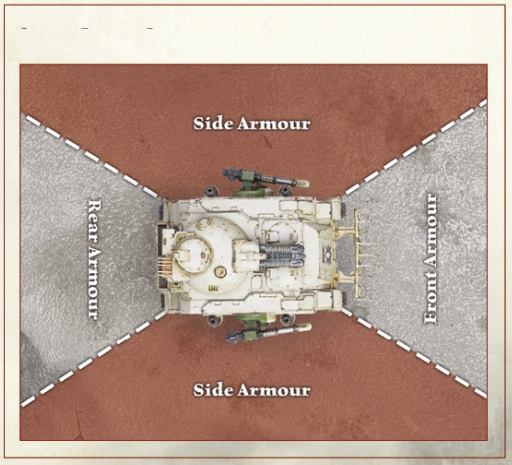
Hull-mounted Weapon
Sponson-mounted Weapon


360°
Pintle-mounted Weapon


360°
Turret-mounted Weapon

Sponson-mounted Weapon

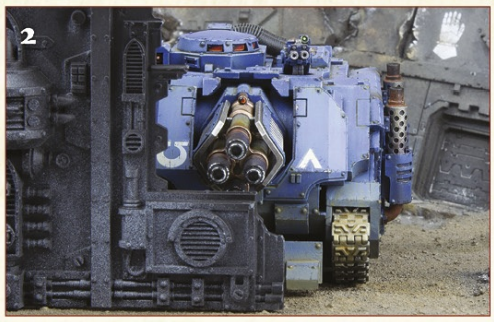

Side Armour
Rear Armour
Front Armour
Side Armour


Side Armour
Rear Armour
Front Armour
Side Armour

VEHICLE DAMAGE TIME

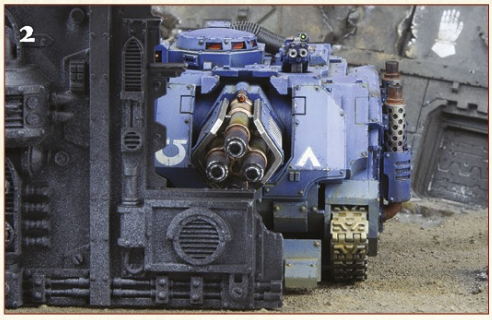
Historia Terræ Regum

1


2

3

1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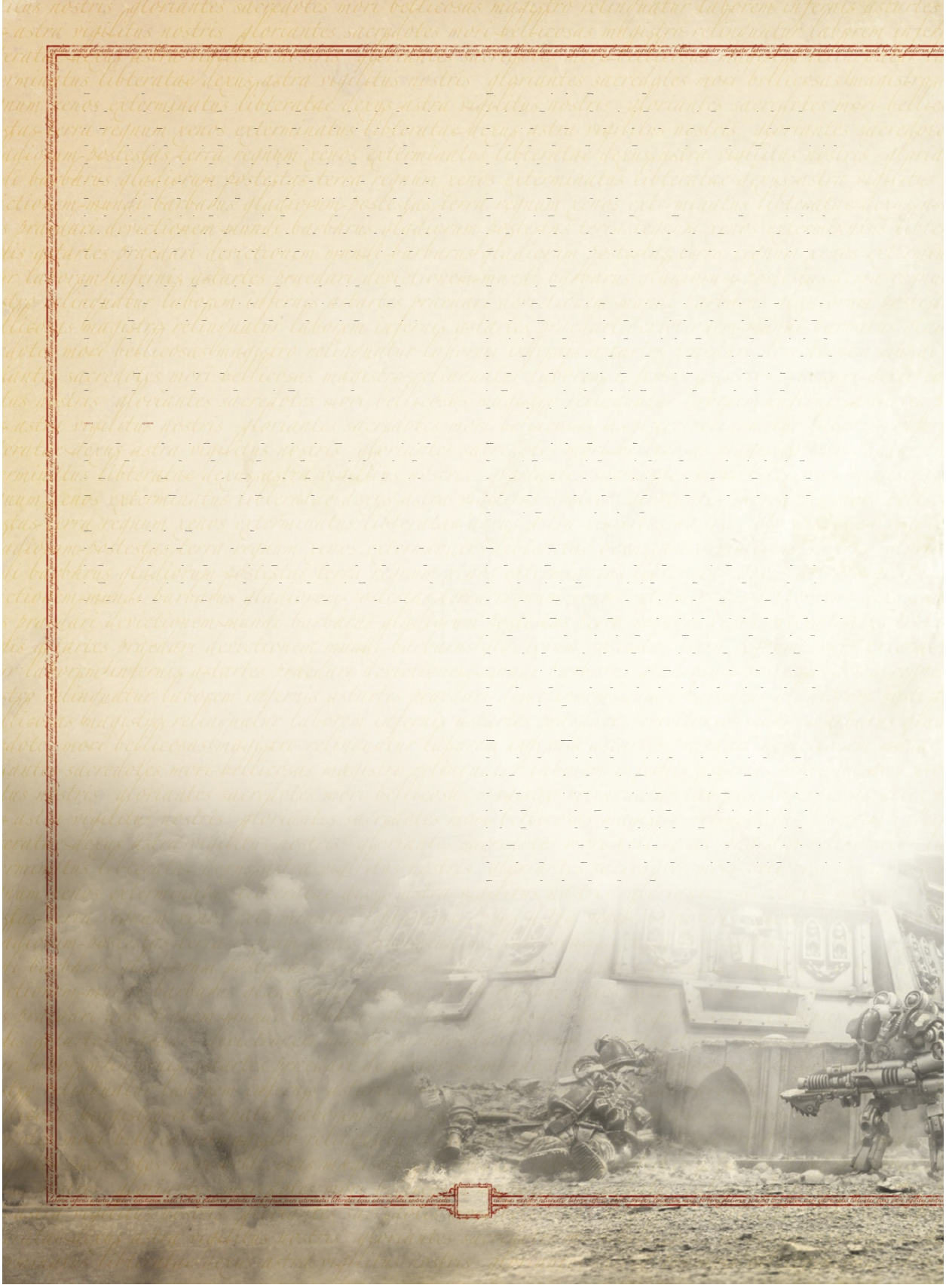

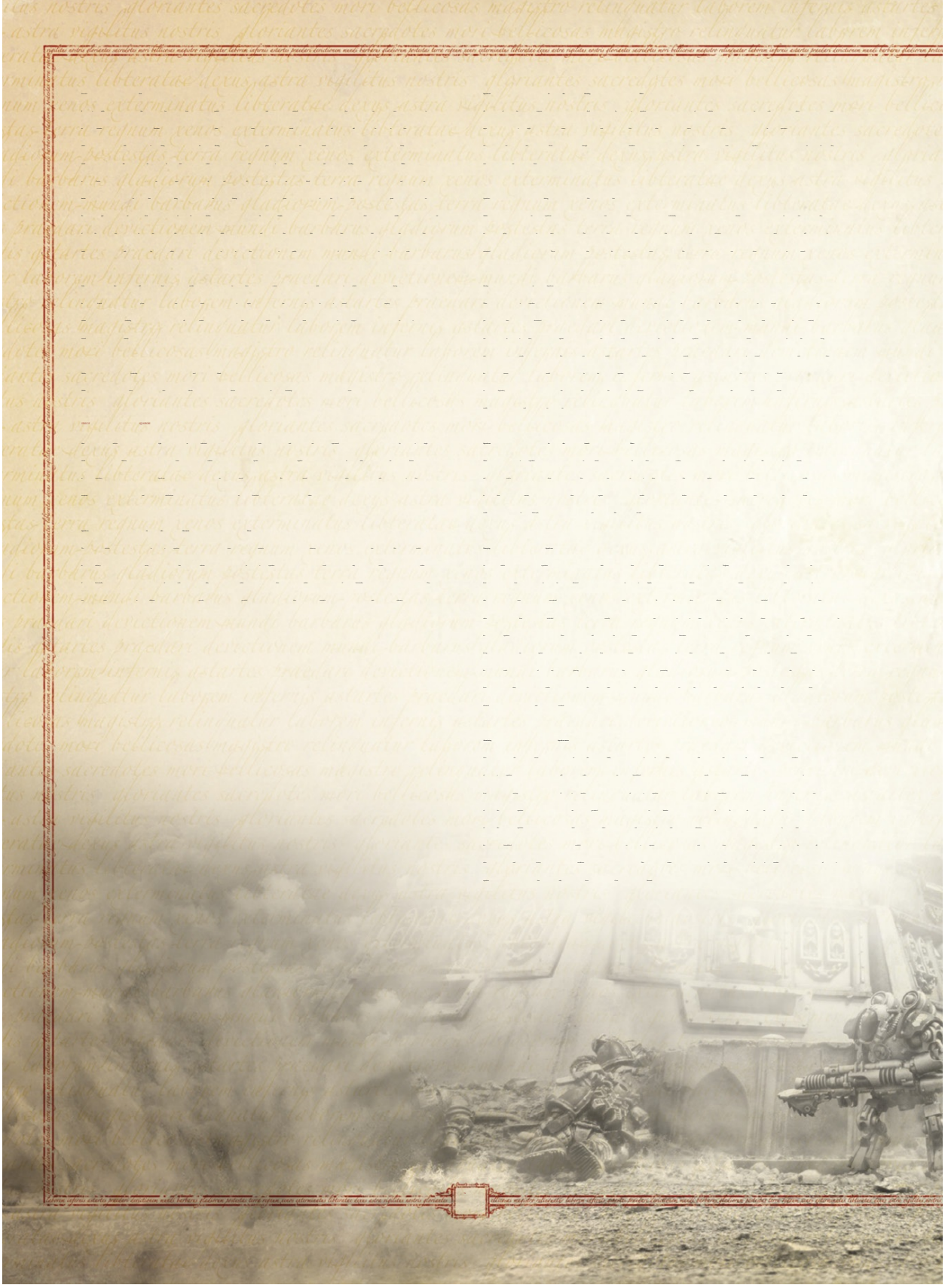

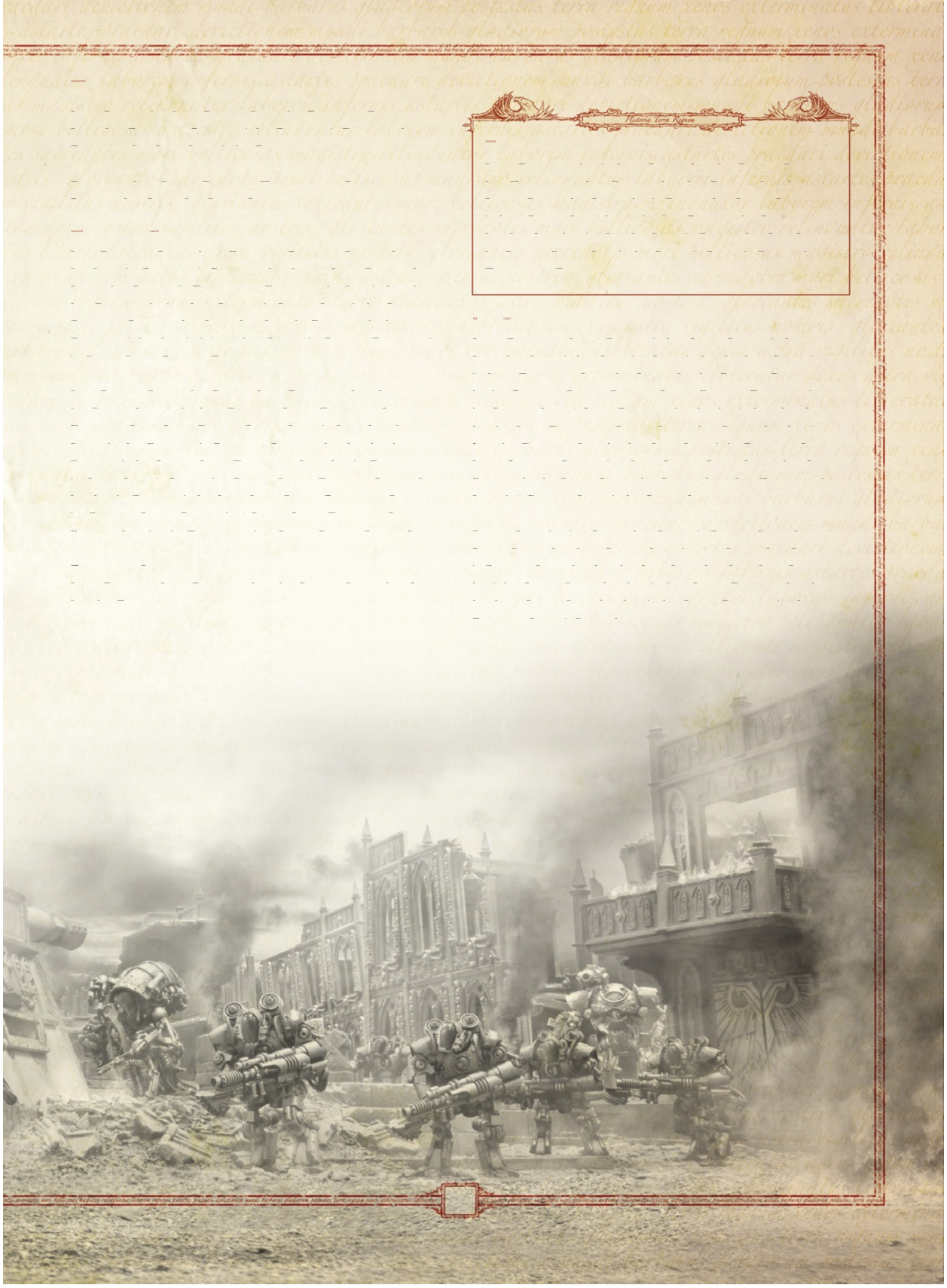

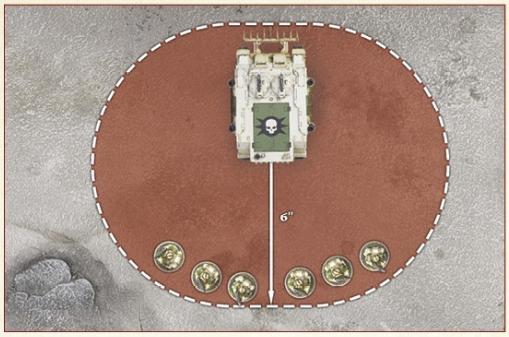
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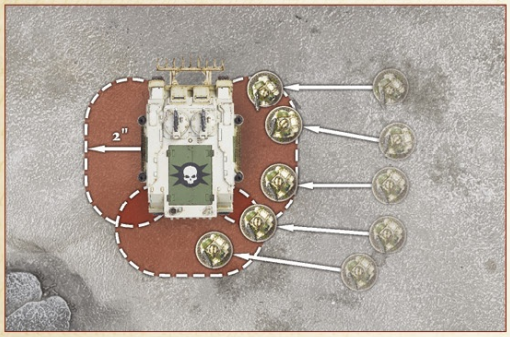
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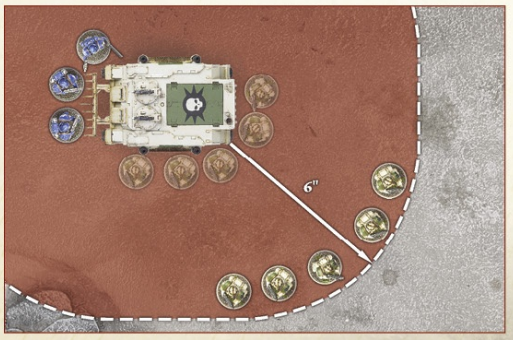
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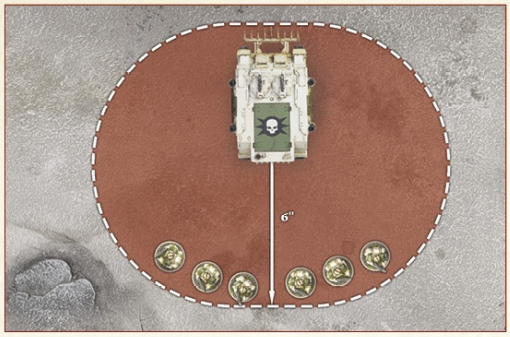
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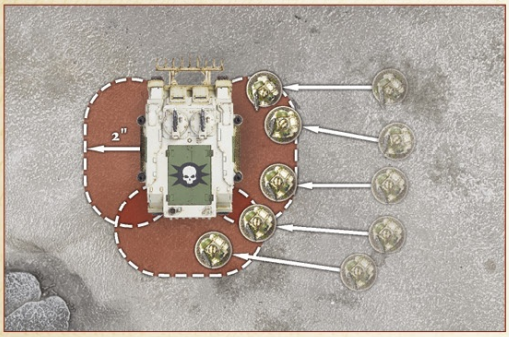
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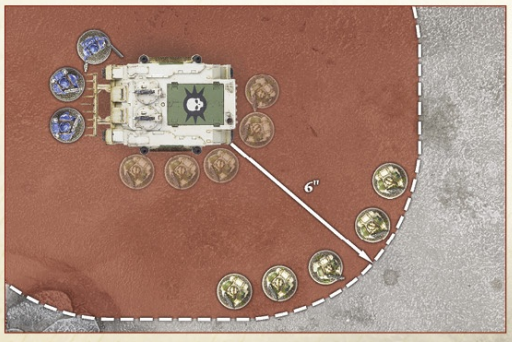
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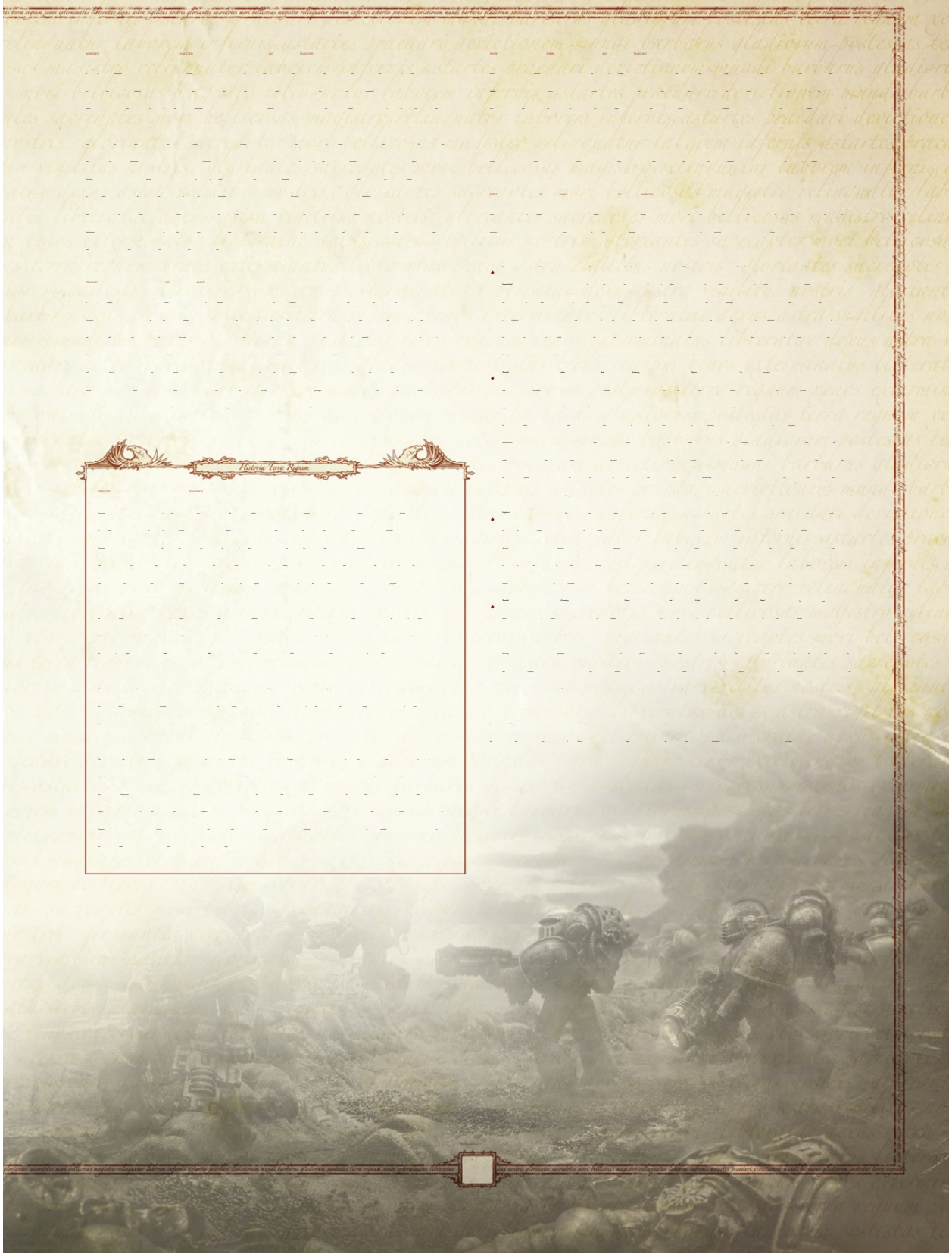
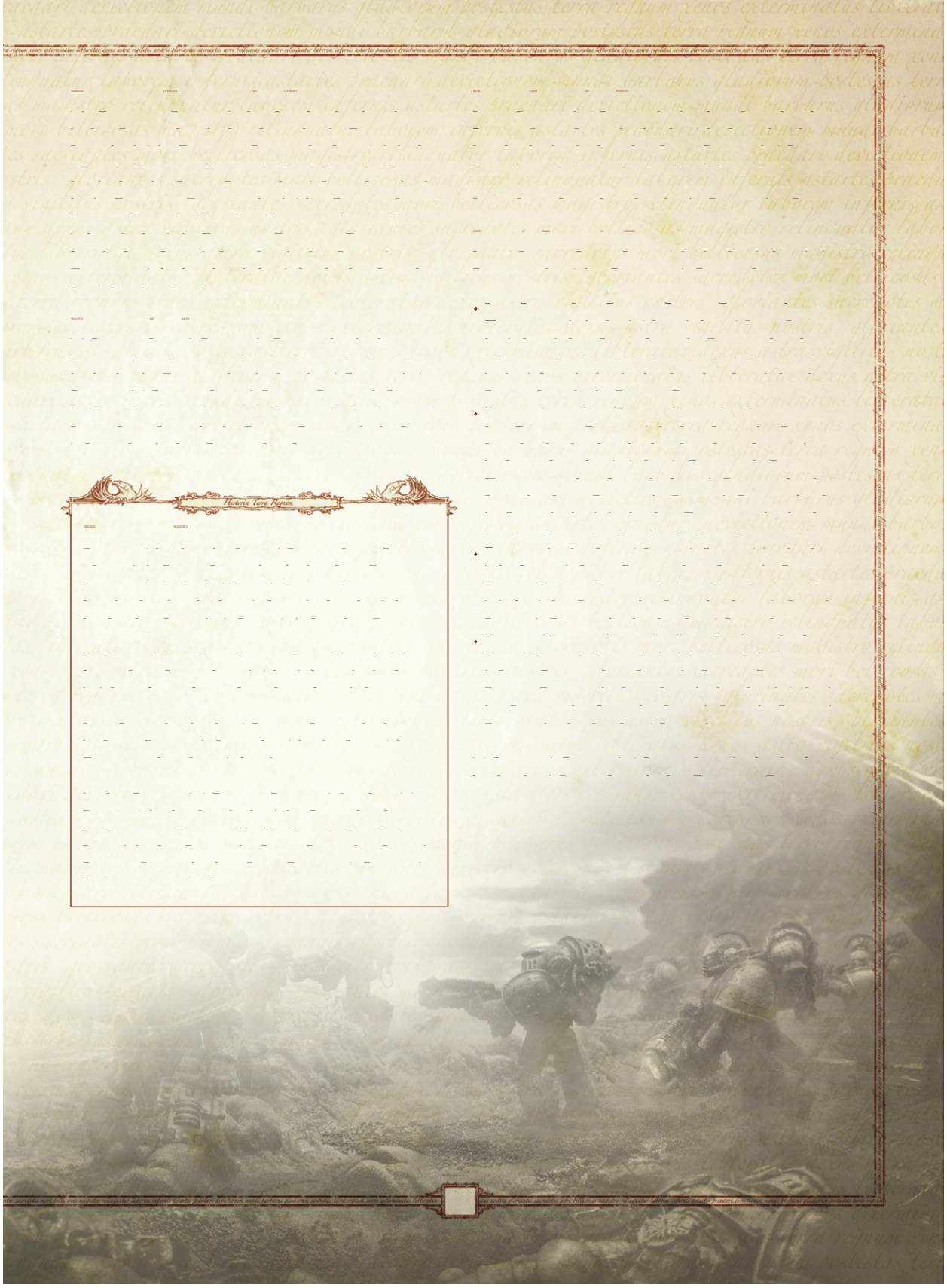
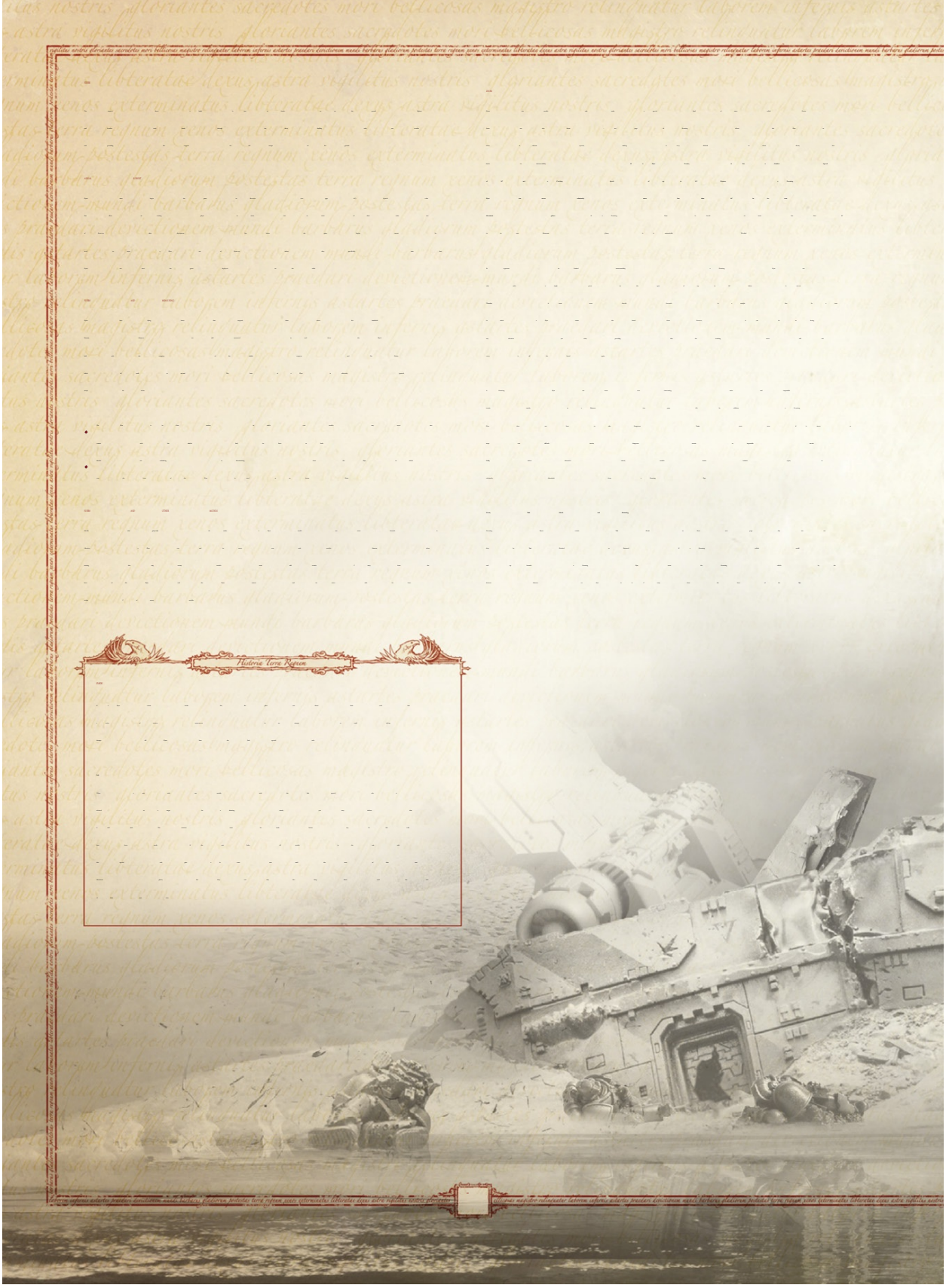
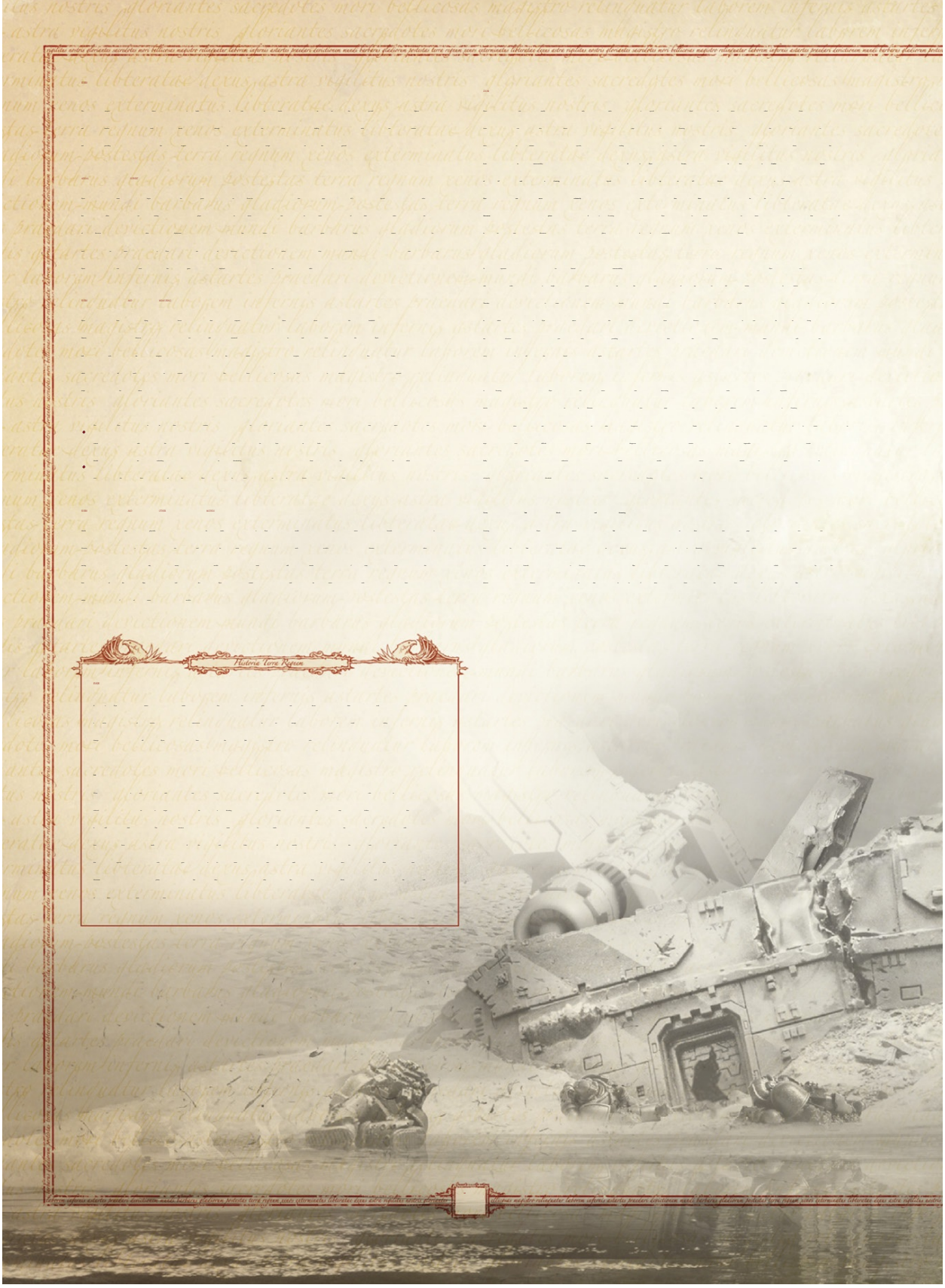
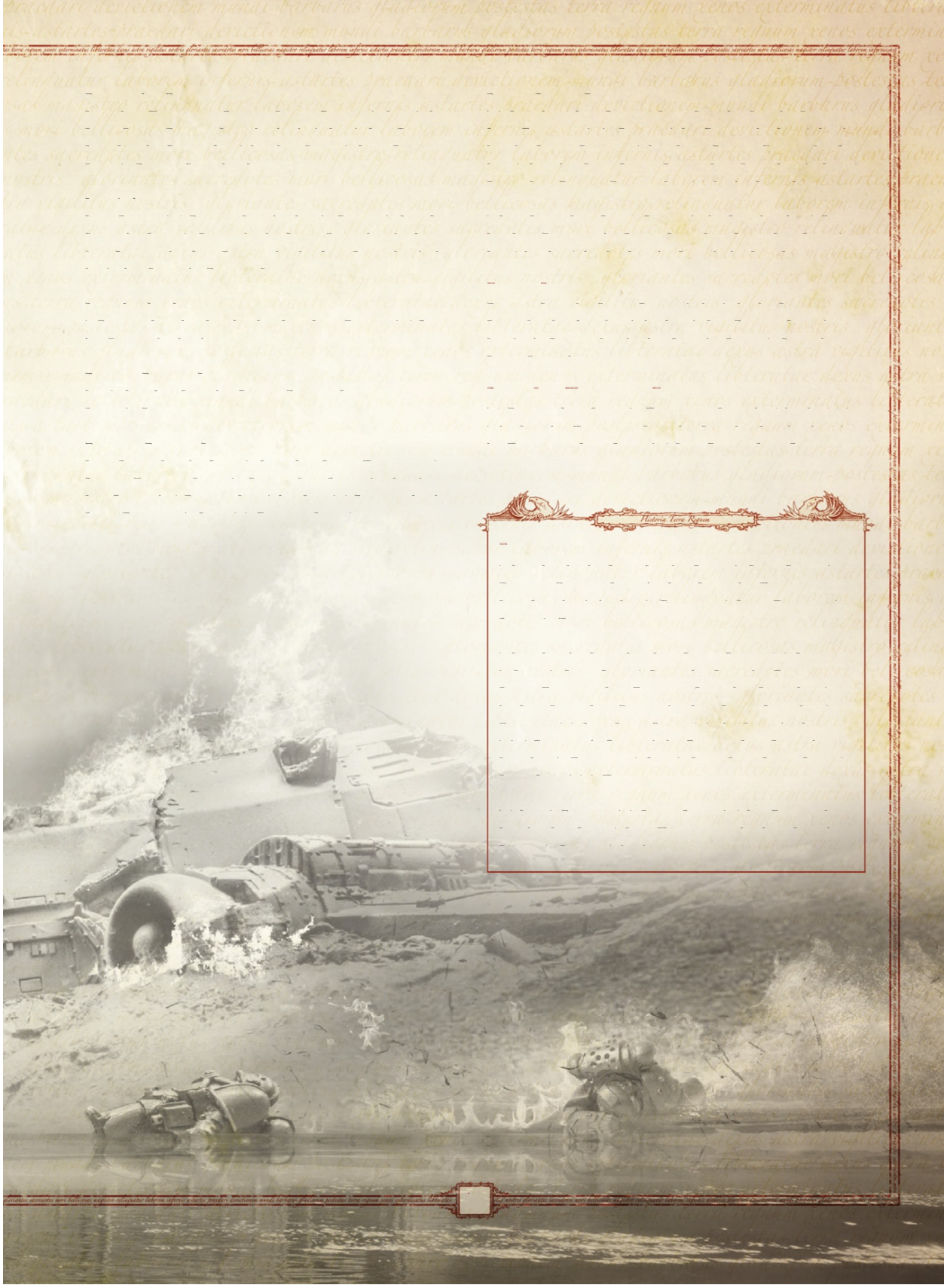
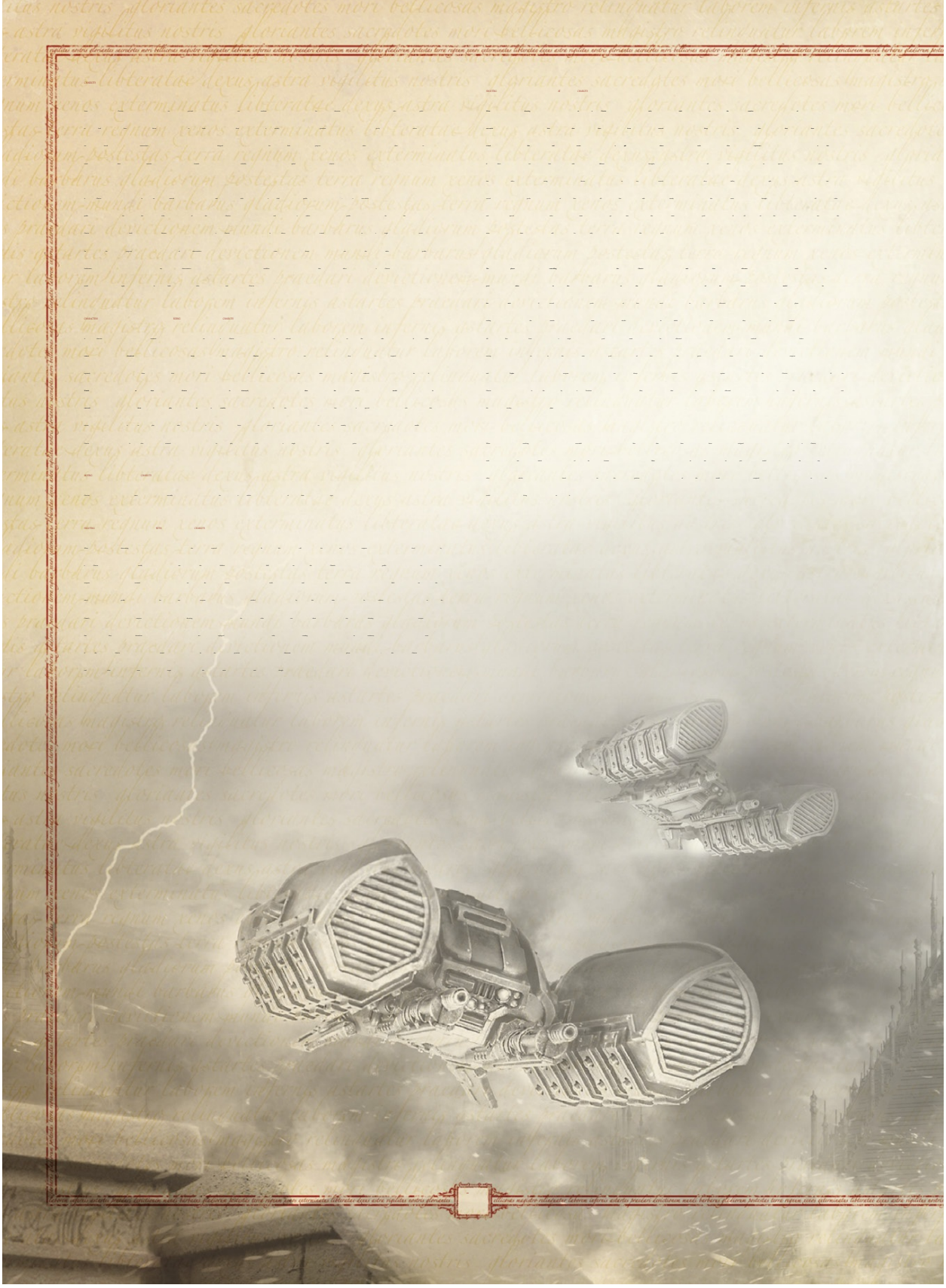


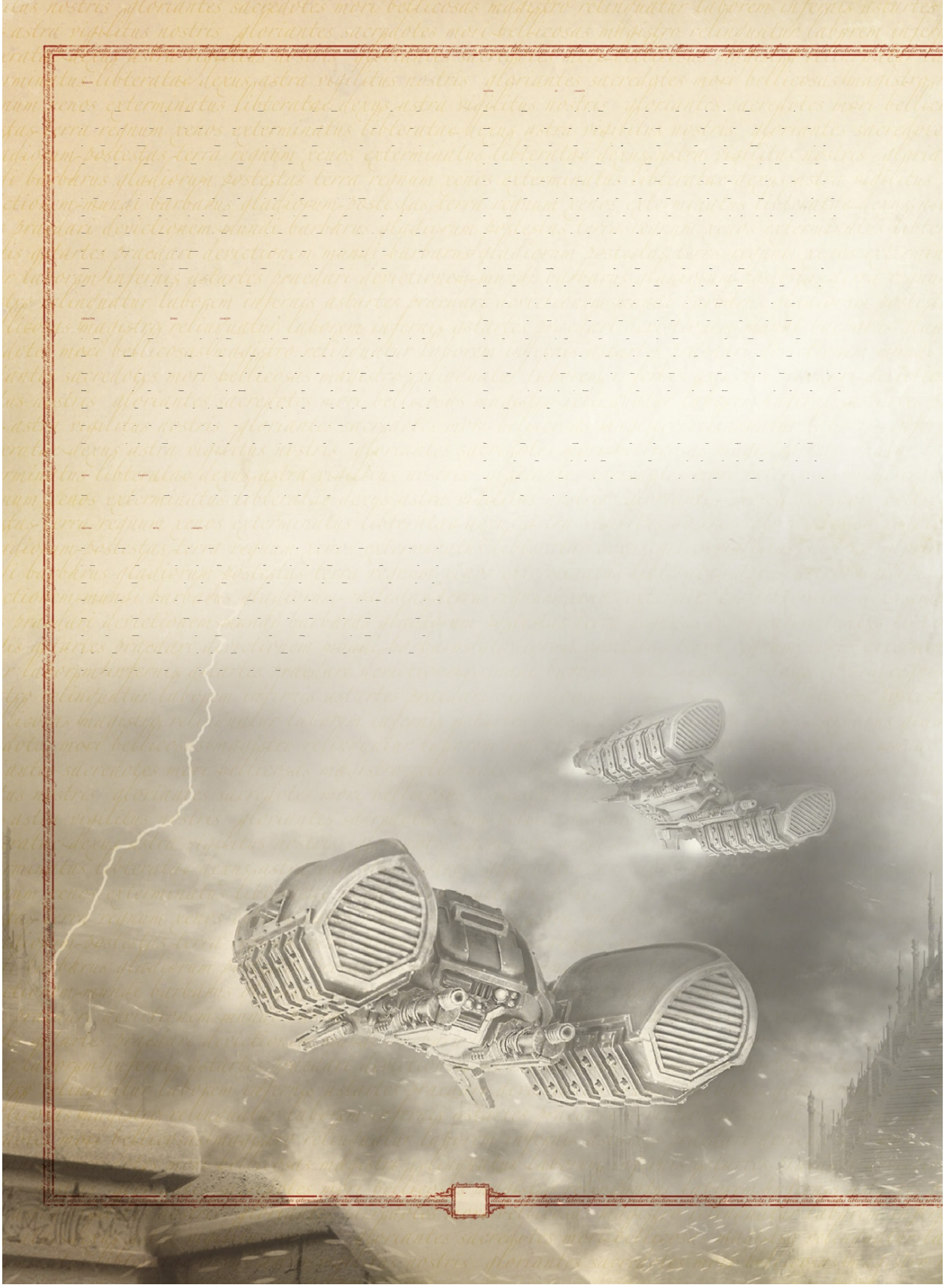


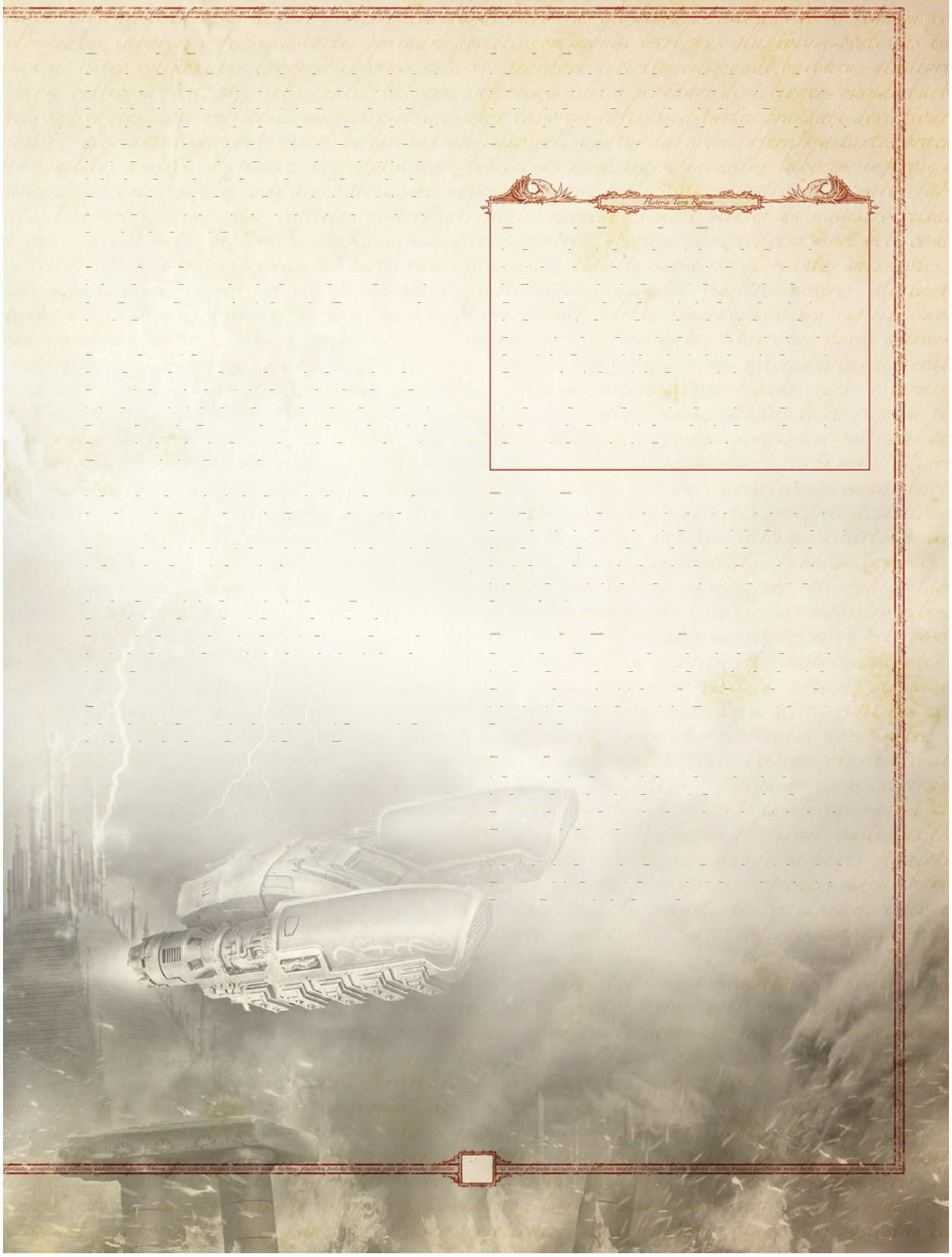


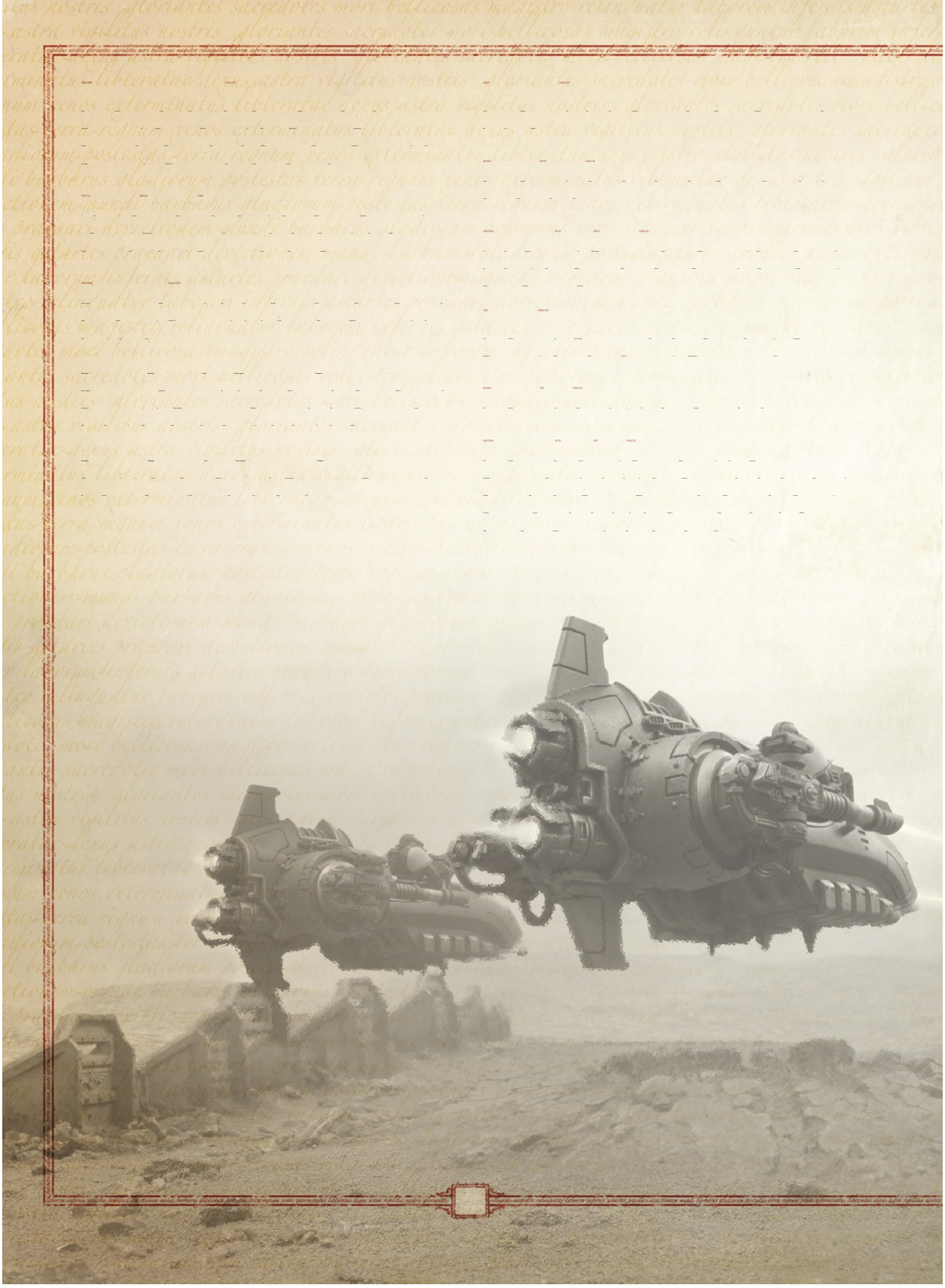


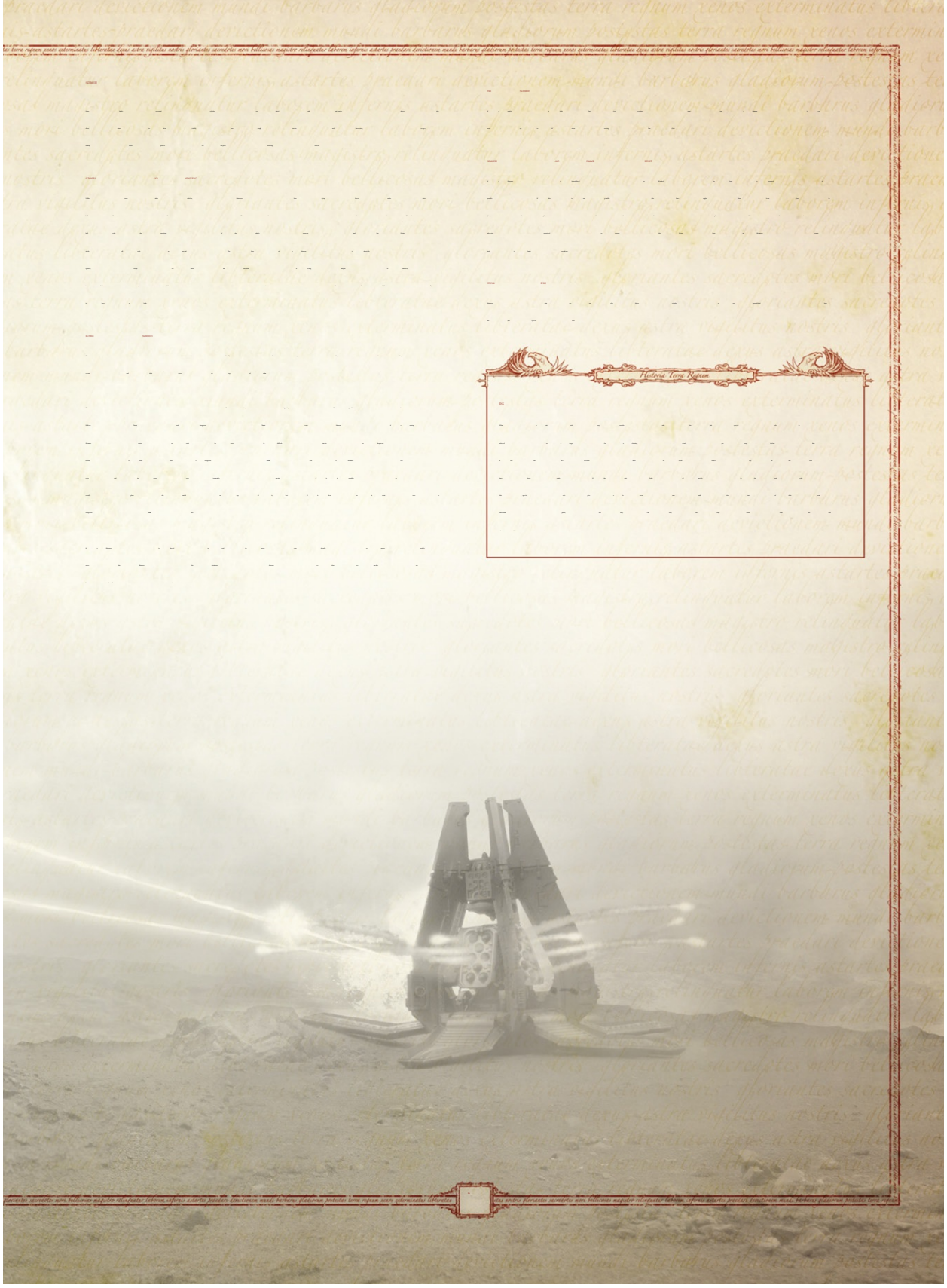


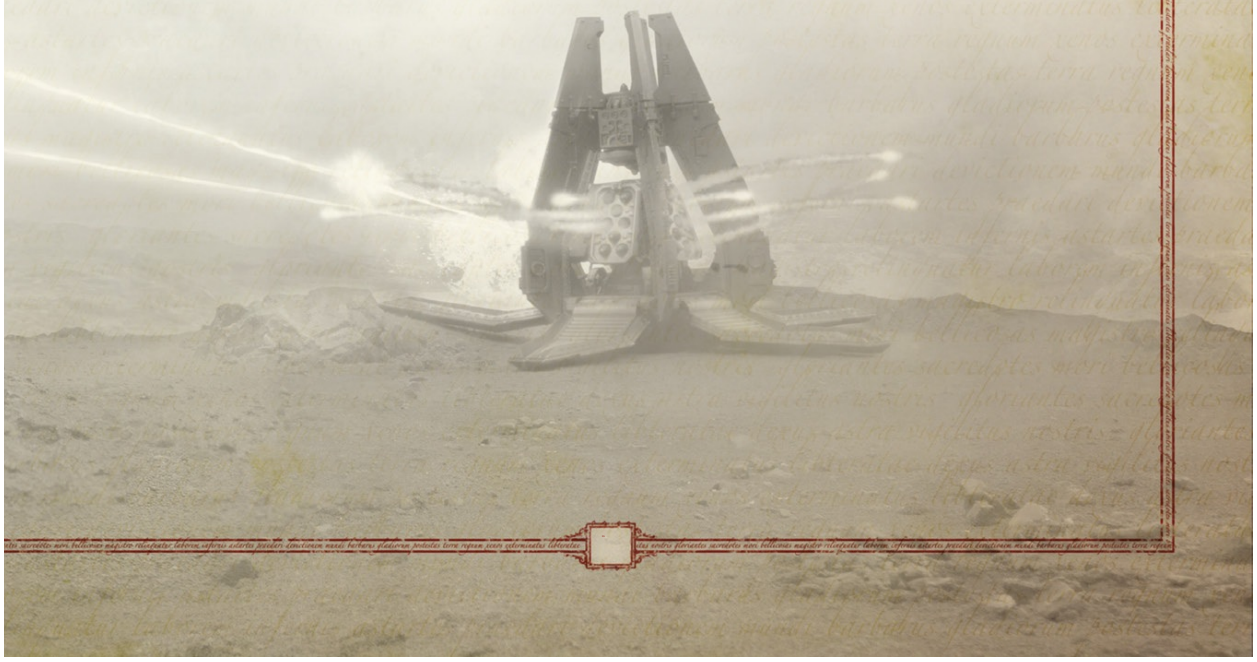


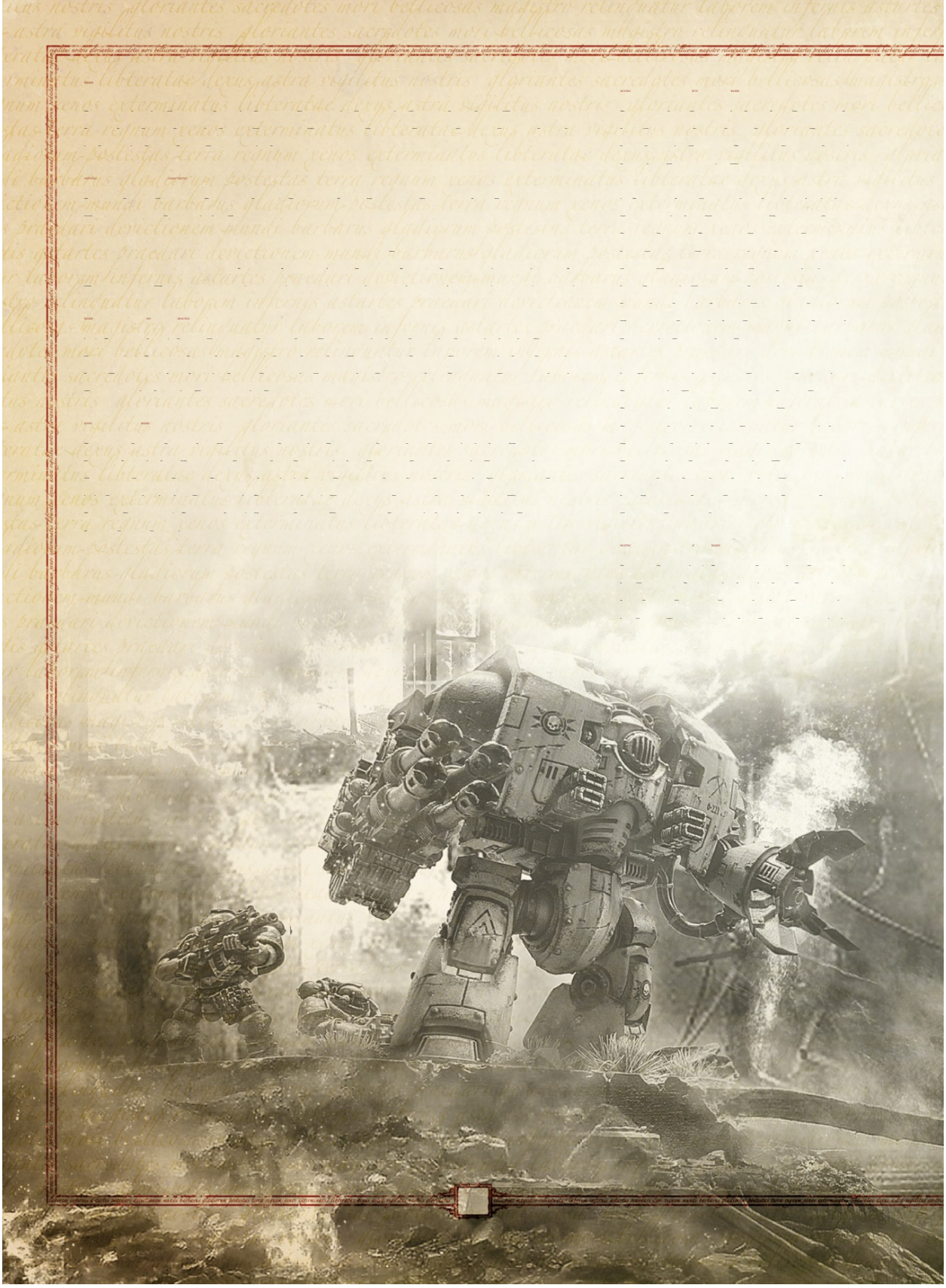


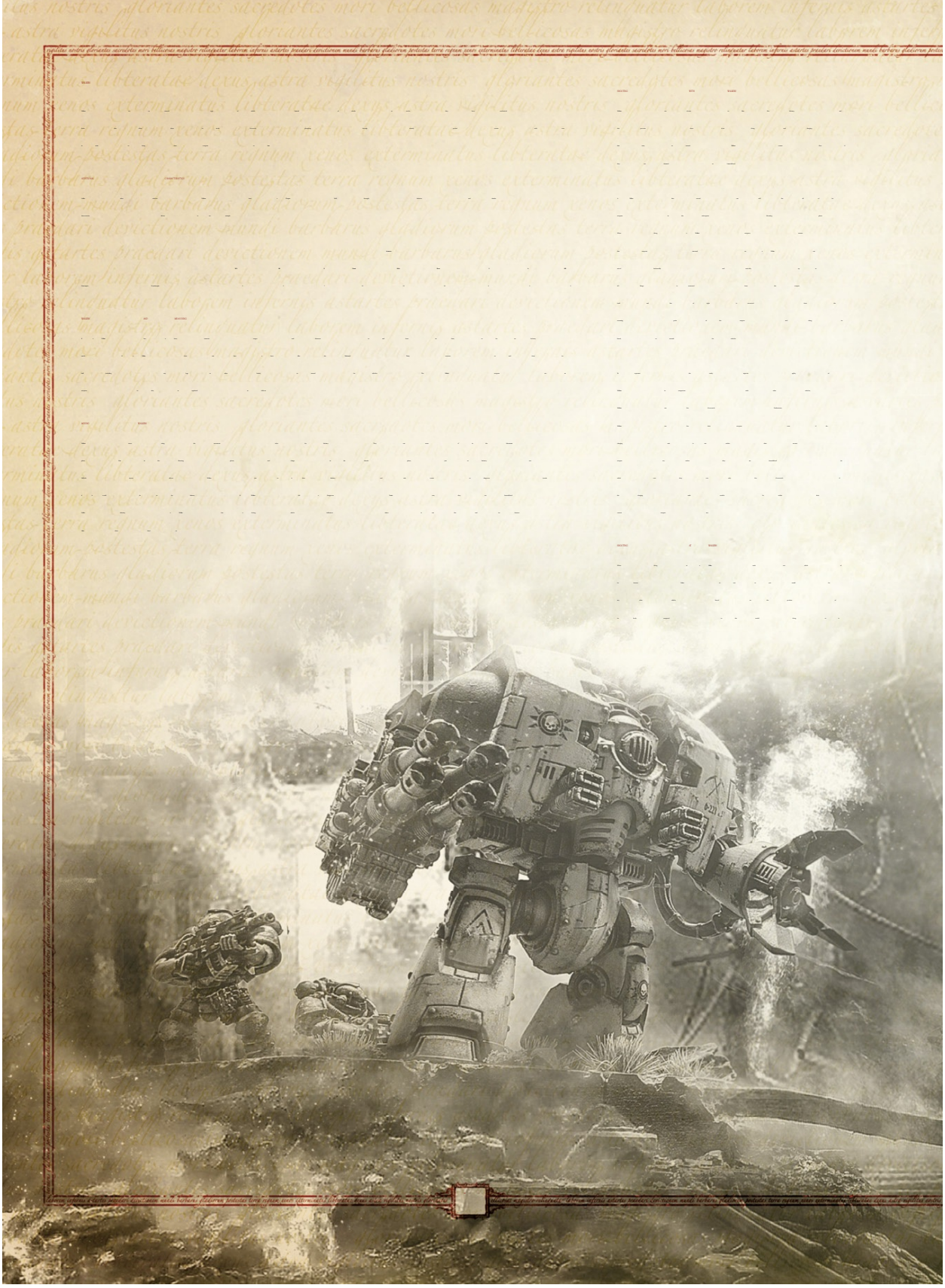


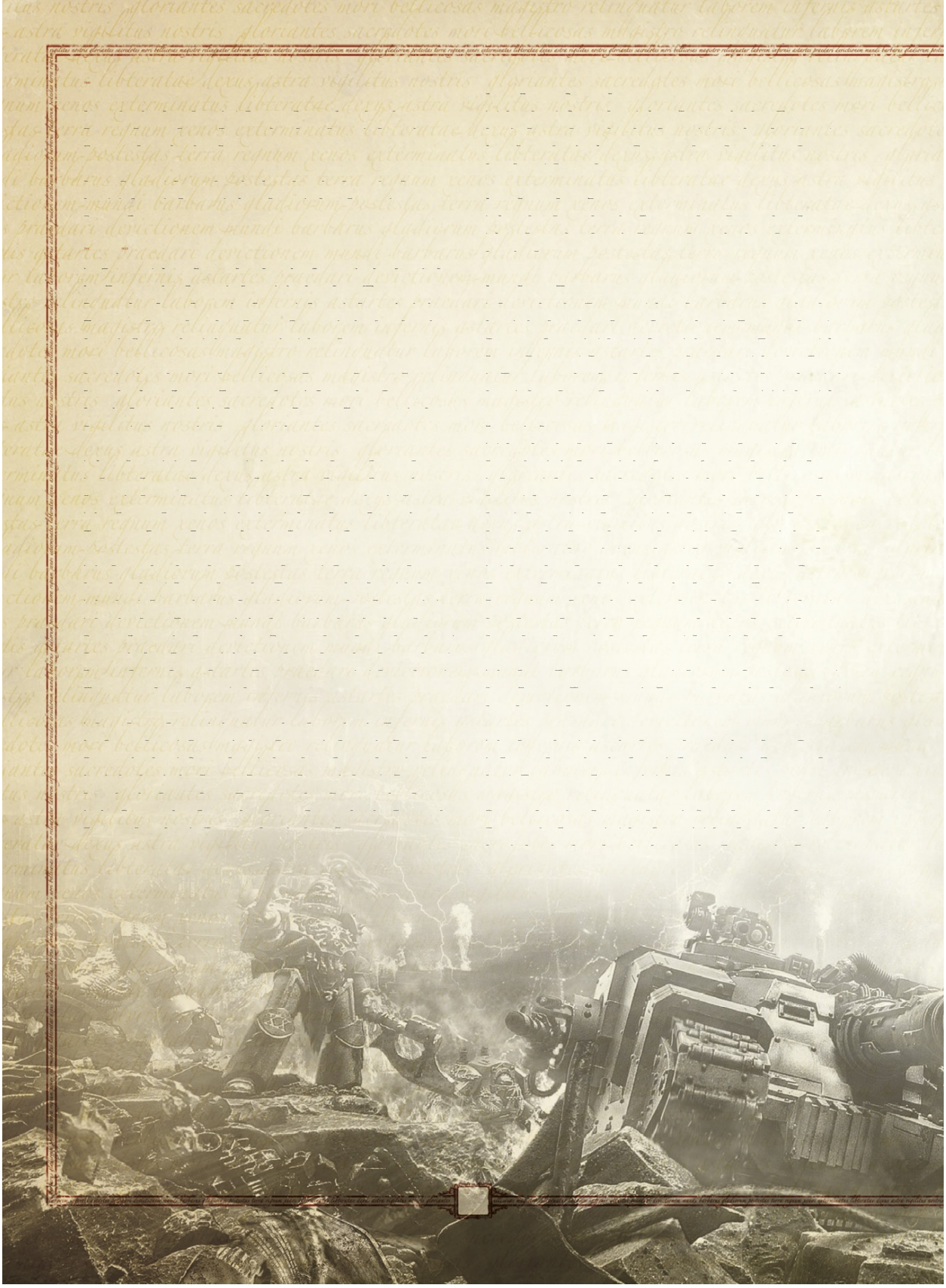


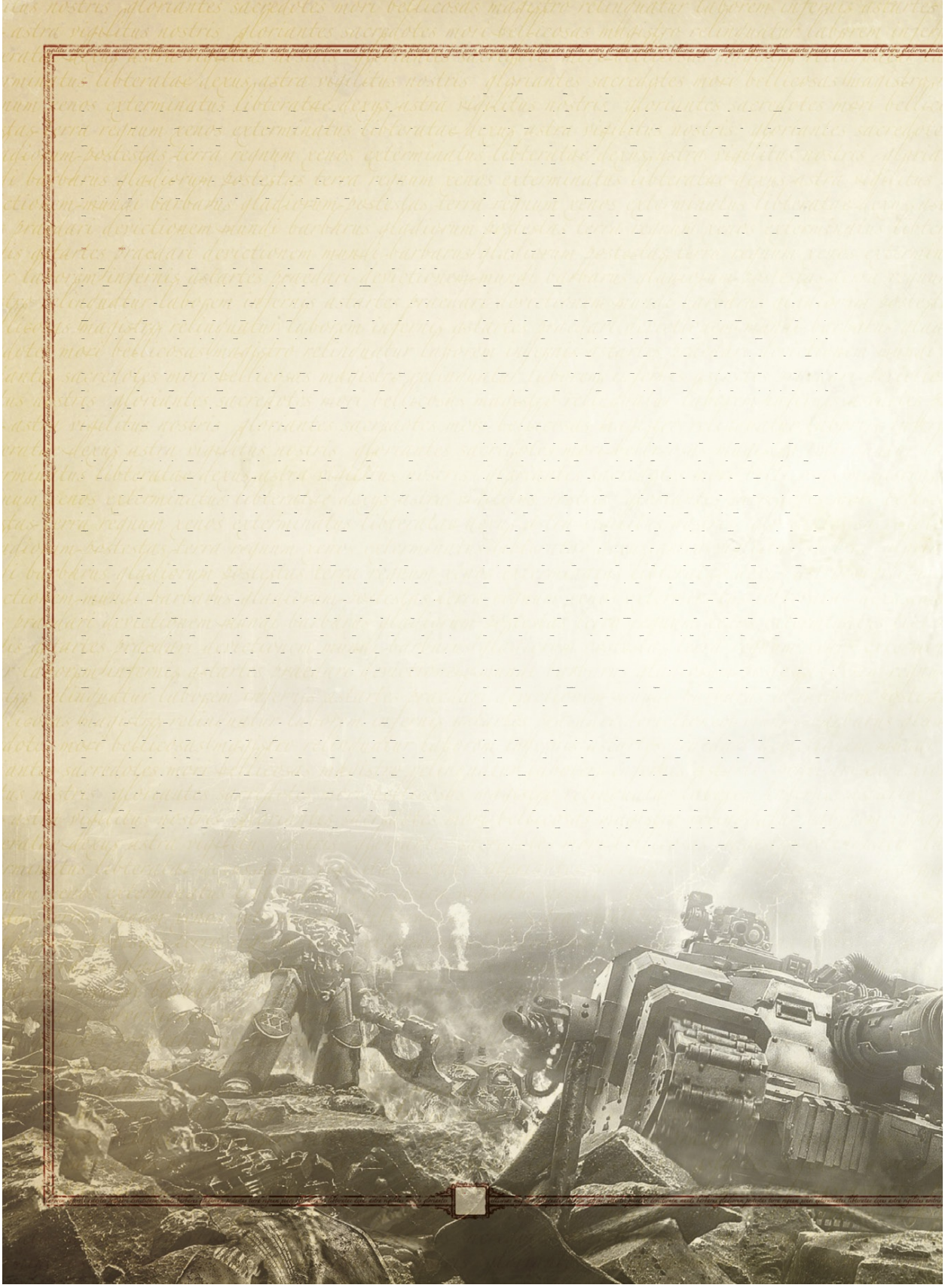


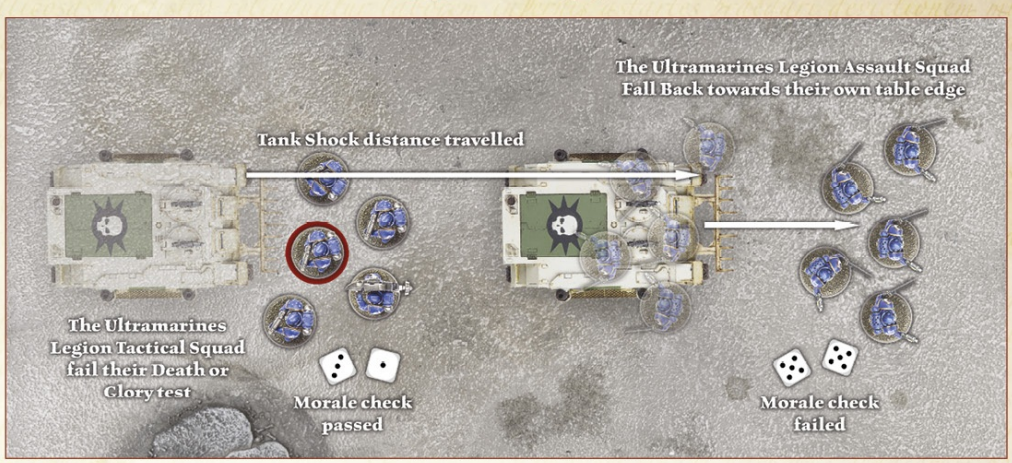


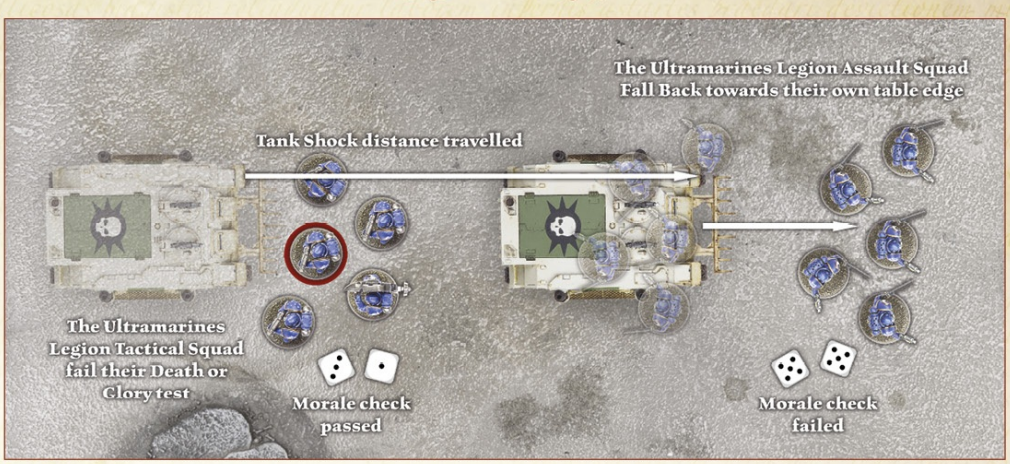









The Ultramarines Legion Assault Squad Fall Back towards their own table edge
Tank Shock distance travelled
The Ultramarines Legion Tactical Squad fail their Death or Glory test
Morale check passed
Morale check failed


The Ultramarines Legion Assault Squad Fall Back towards their own table edge
Tank Shock distance travelled
The Ultramarines Legion Tactical Squad fail their Death or Glory test
Morale check passed
Morale check failed

XVI

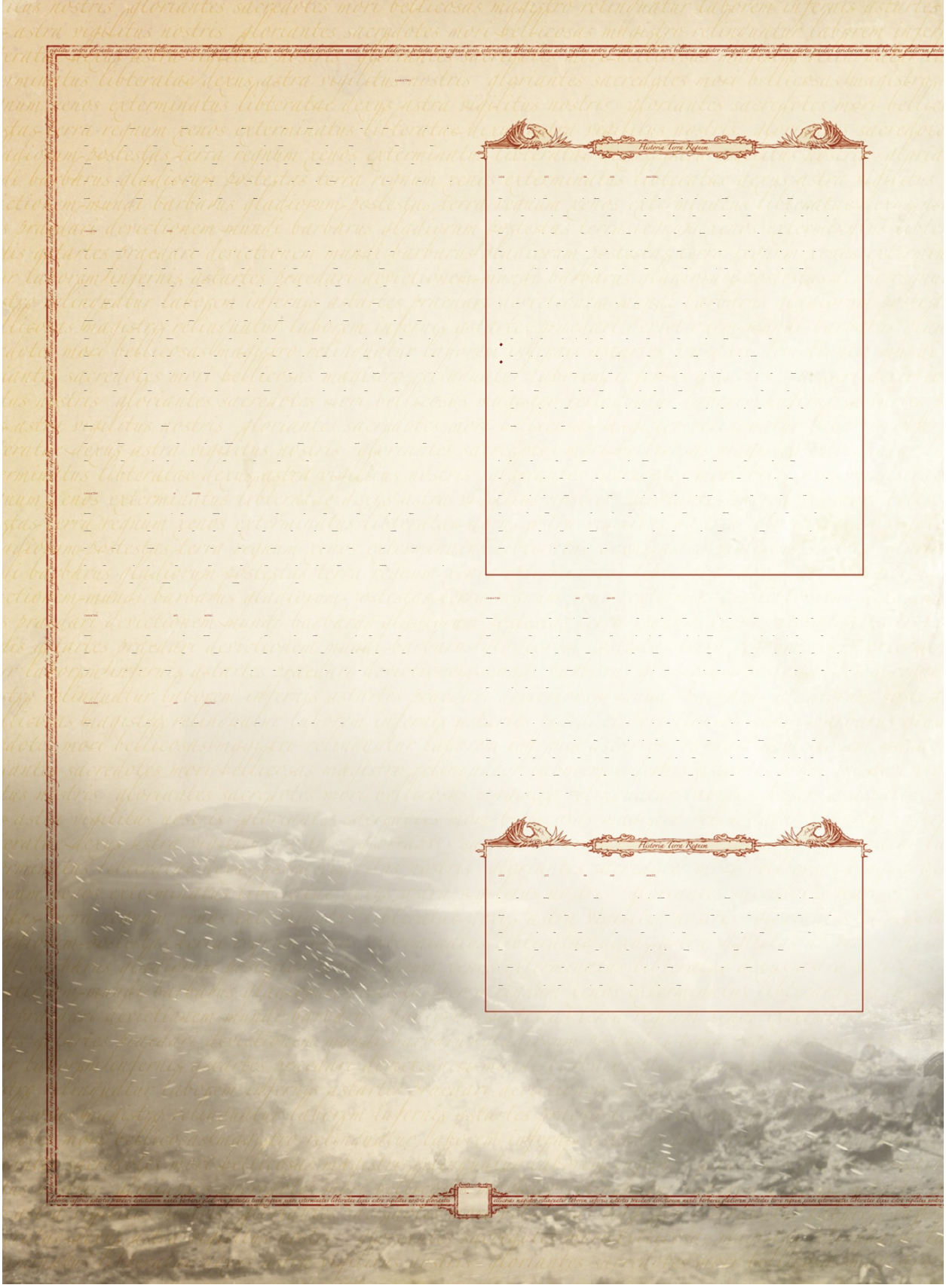
XVI

3"
2"

3"
2"

Historia Terra Regnum

Historia Terra Regnum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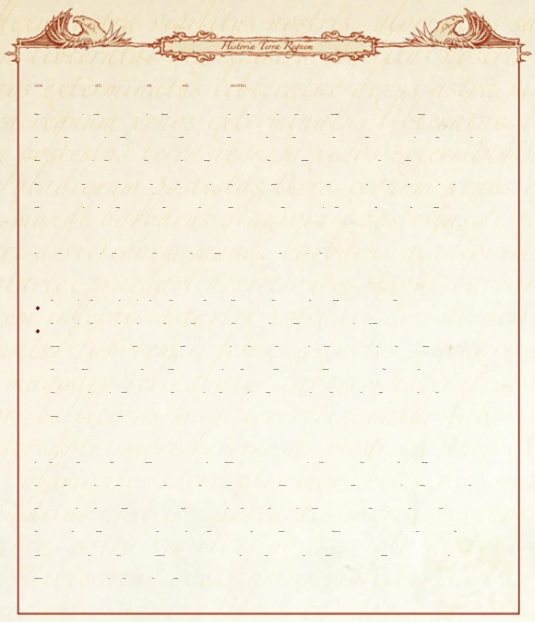

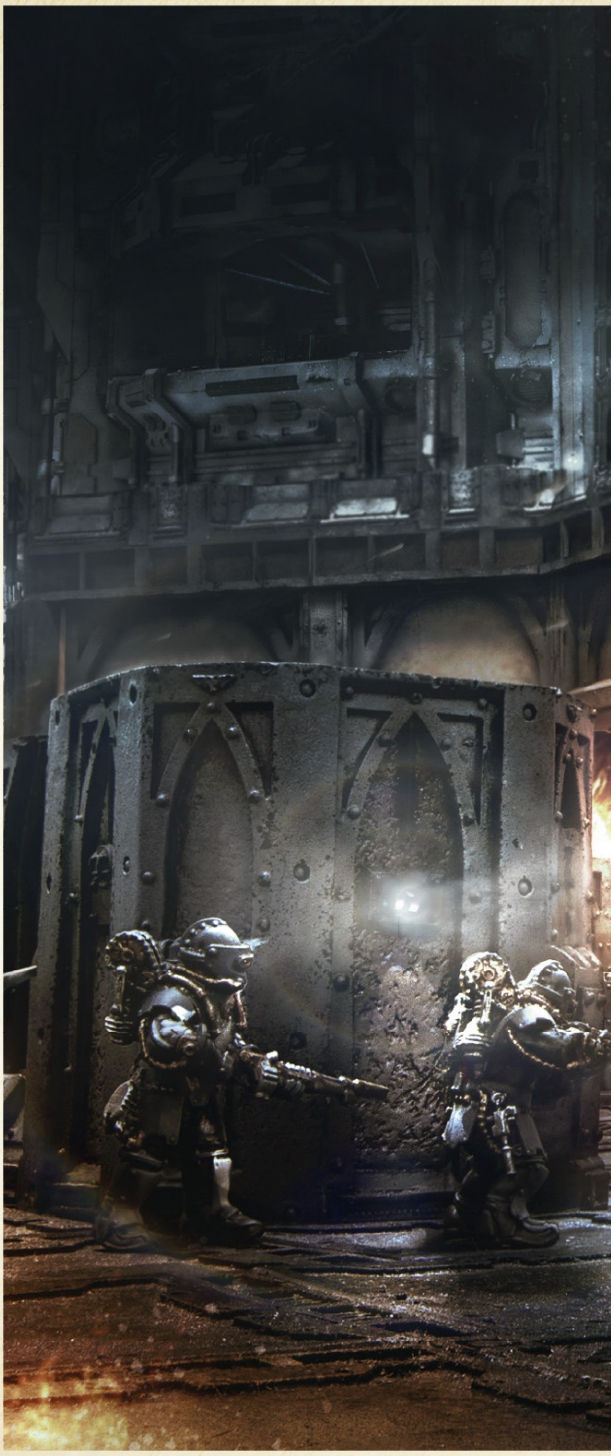

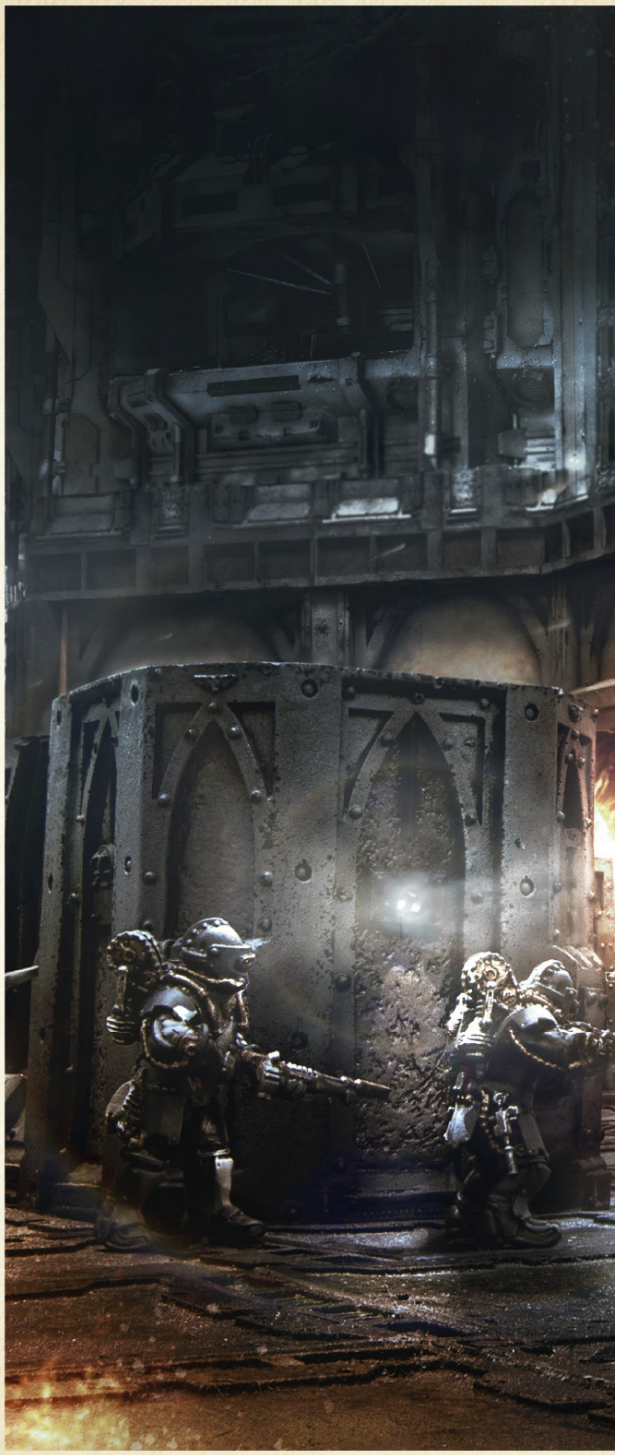

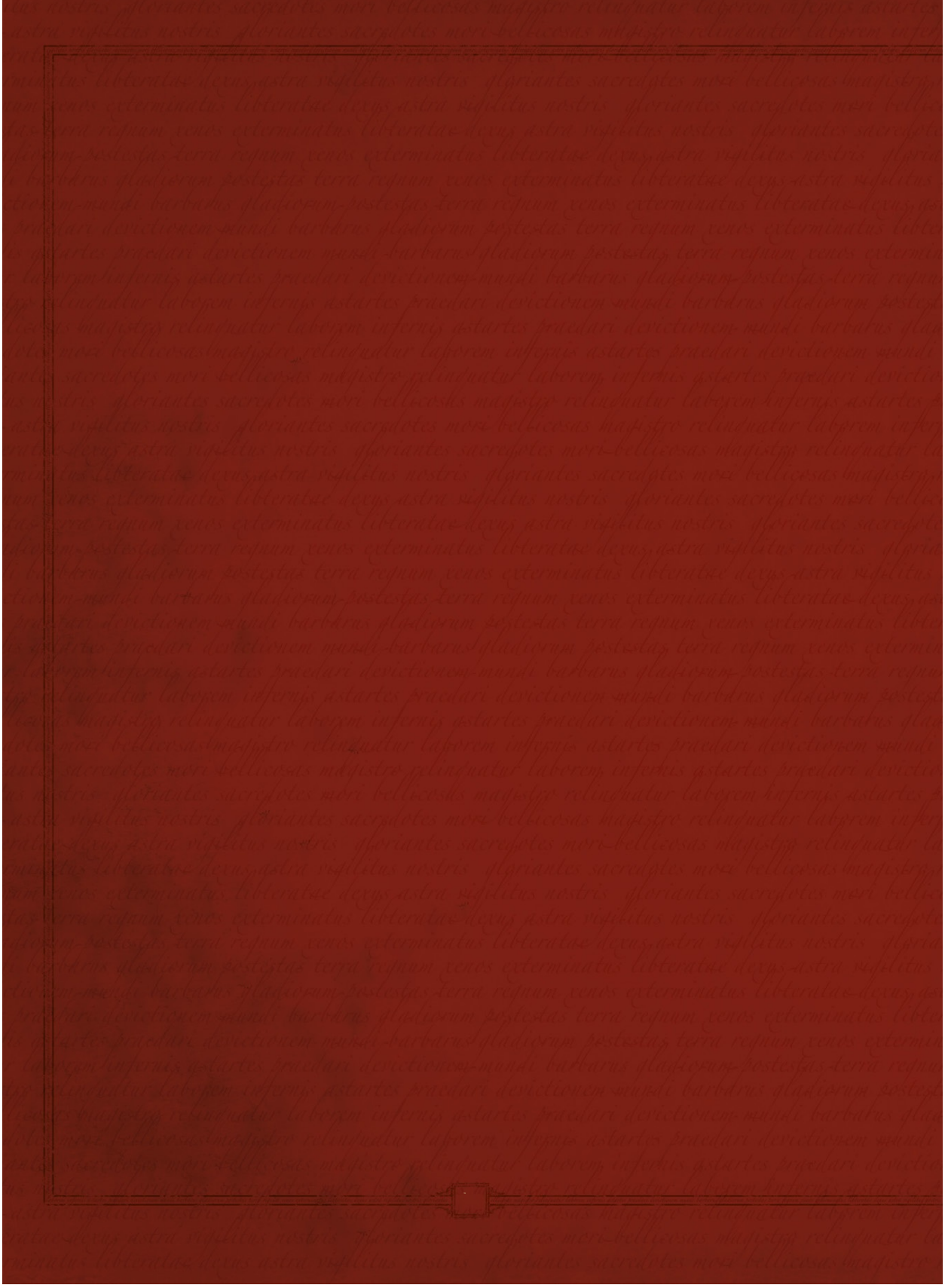

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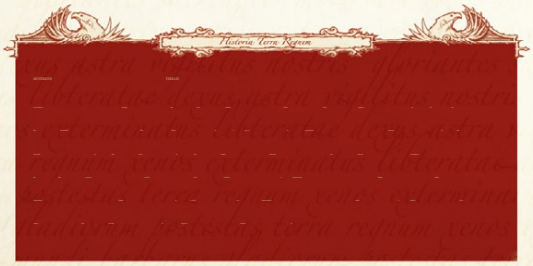
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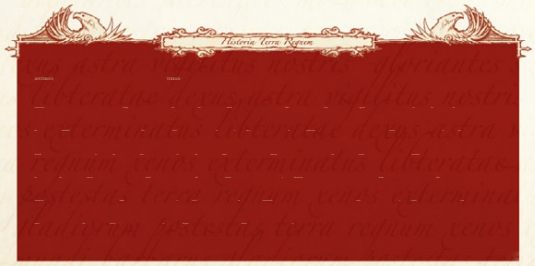
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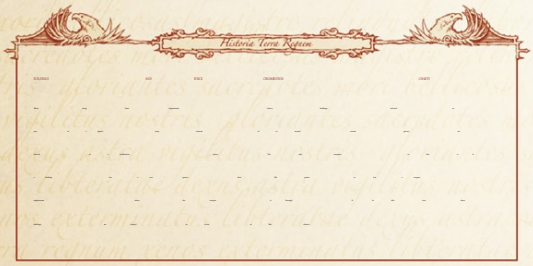
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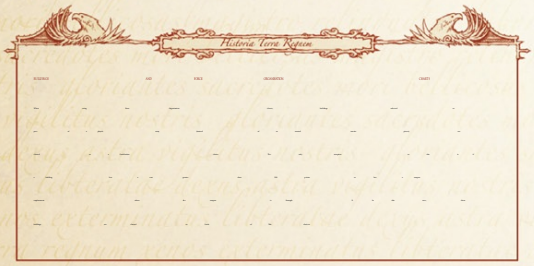
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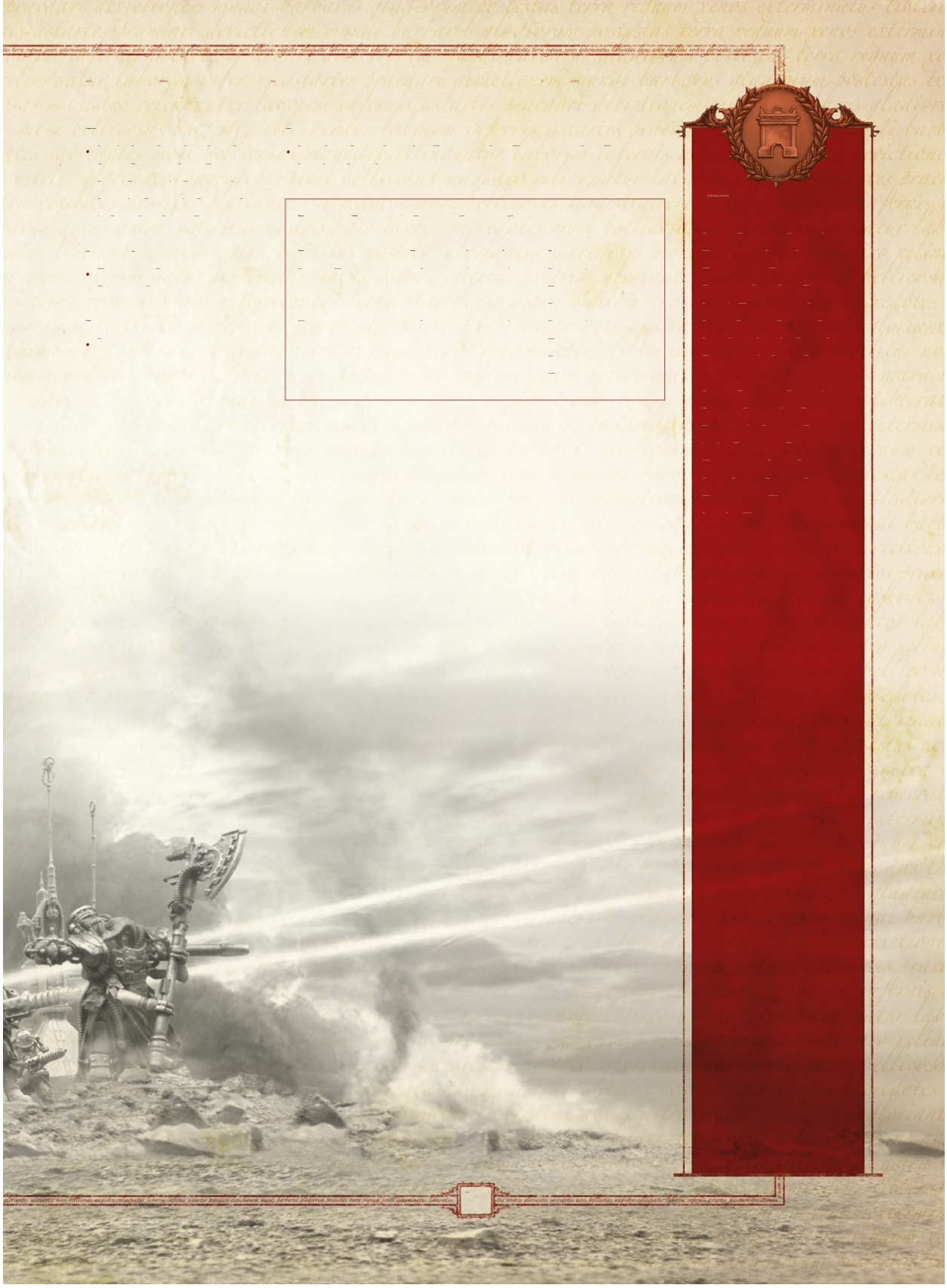

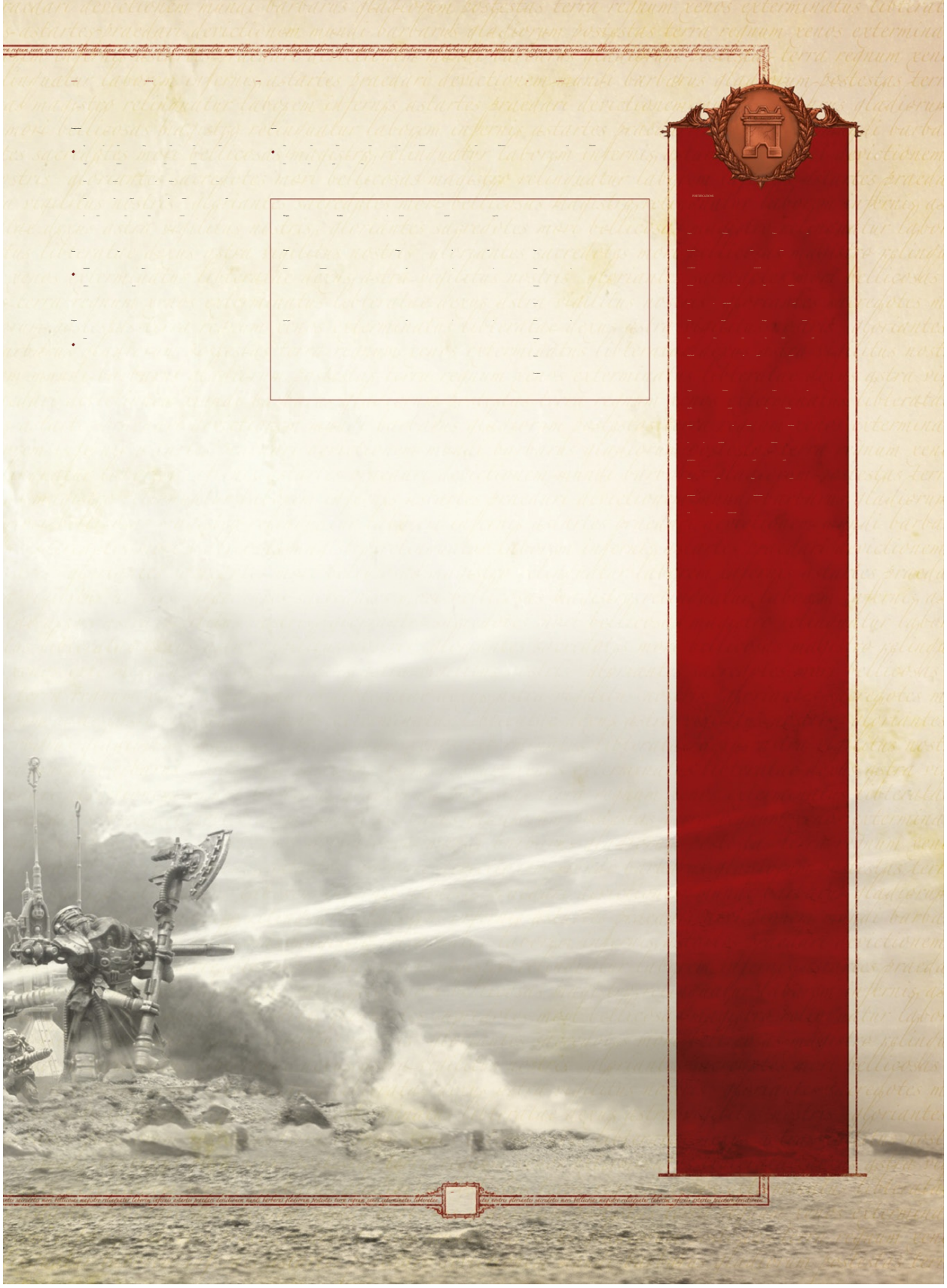

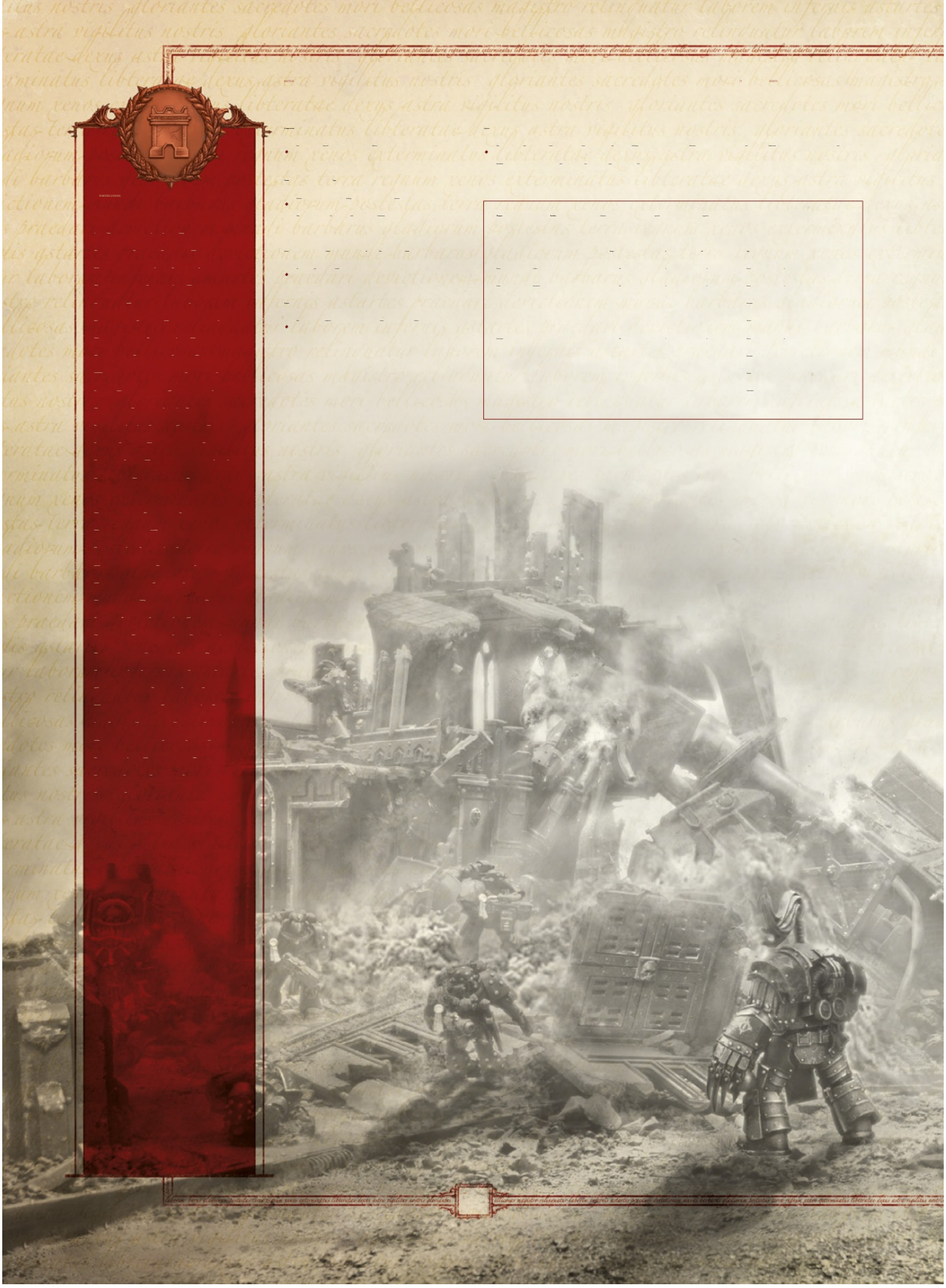

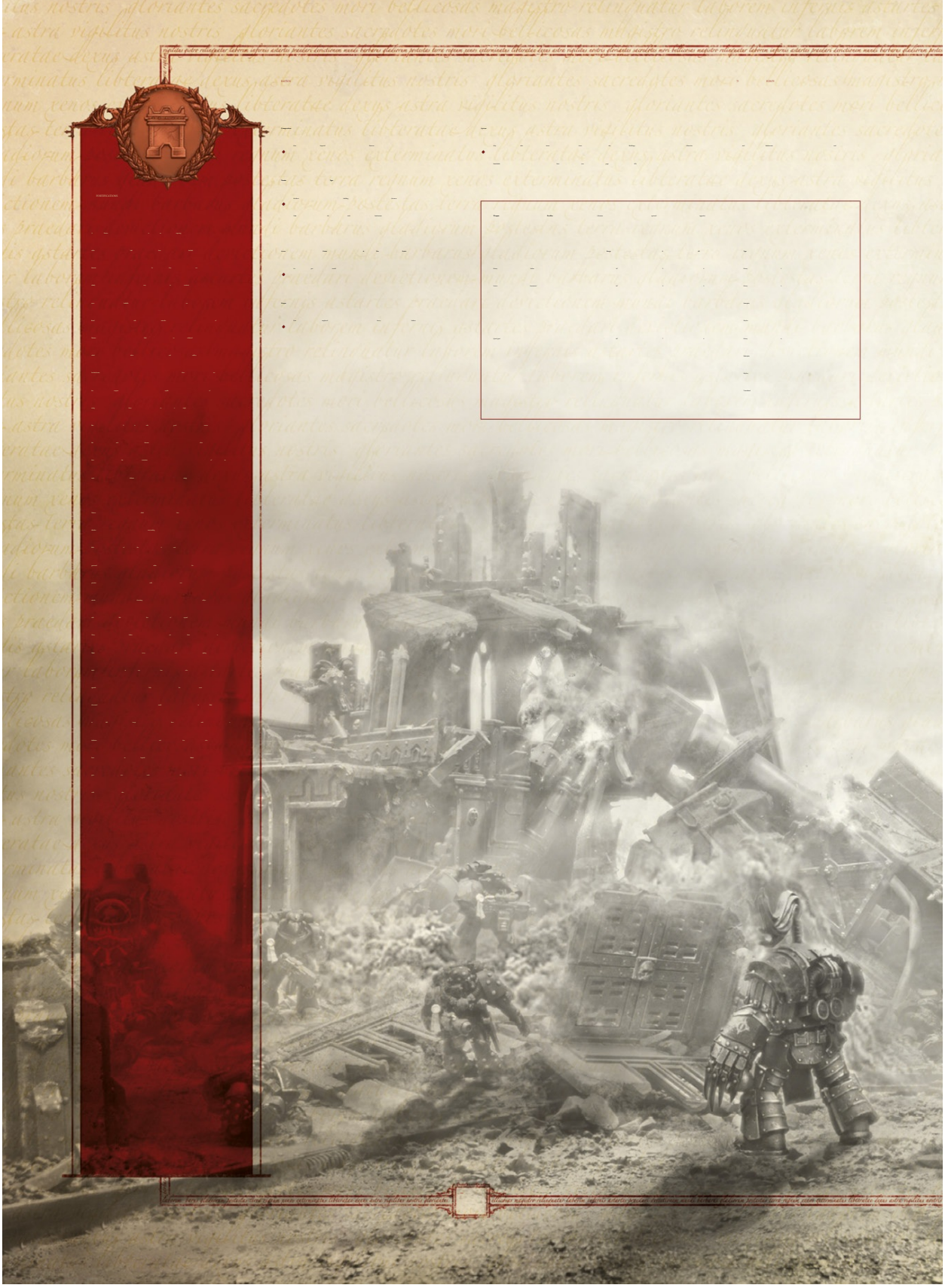

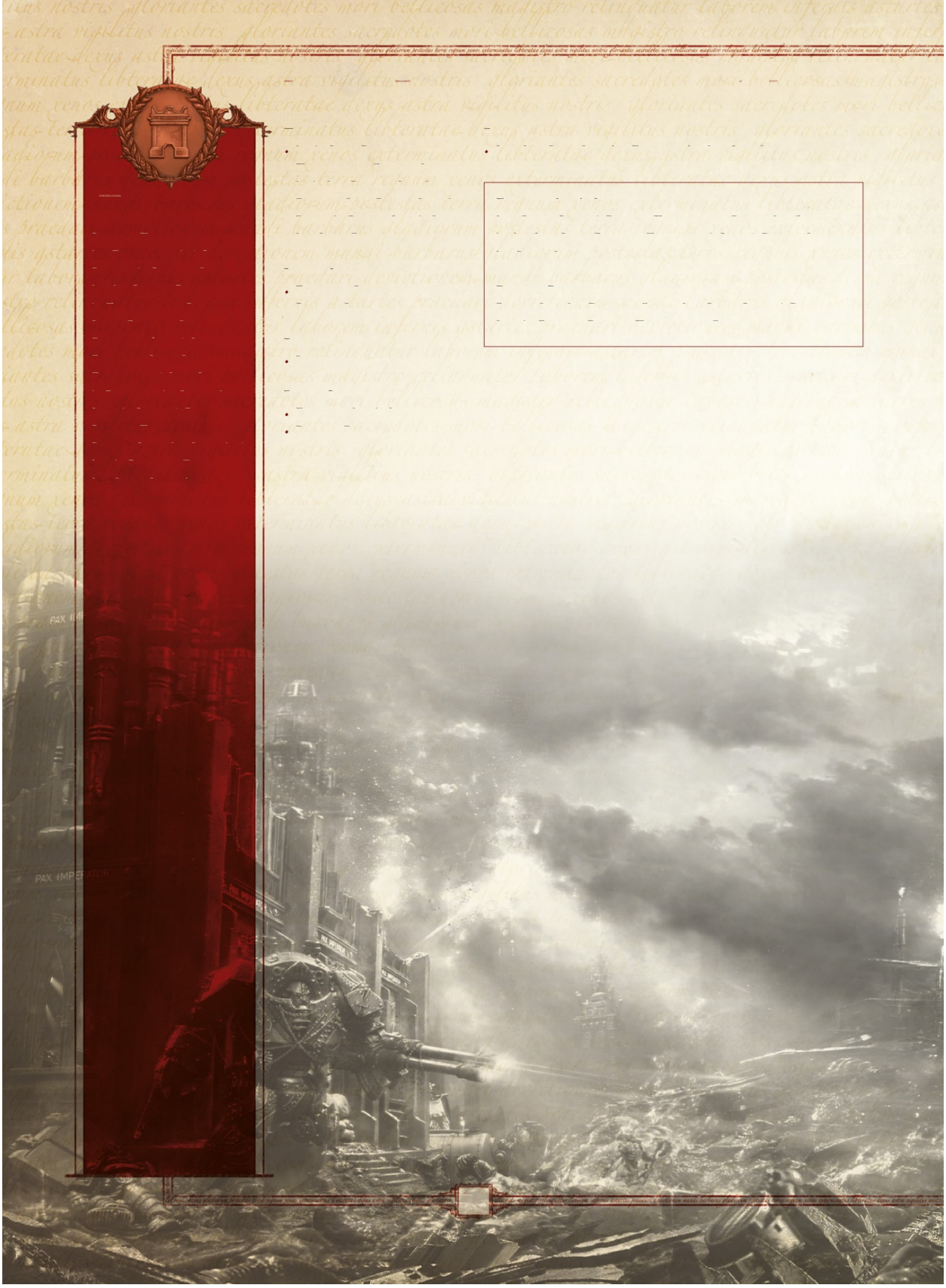

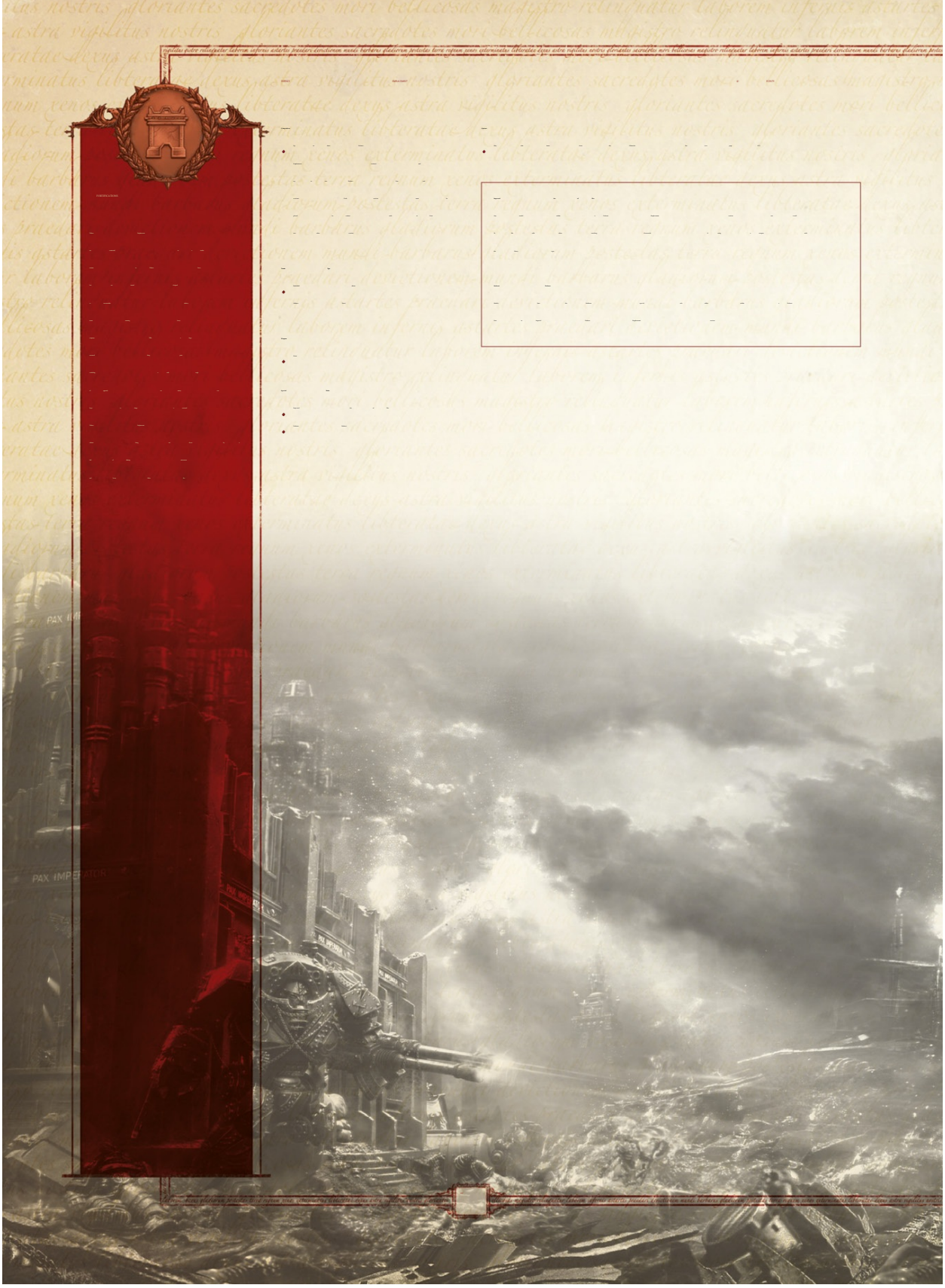

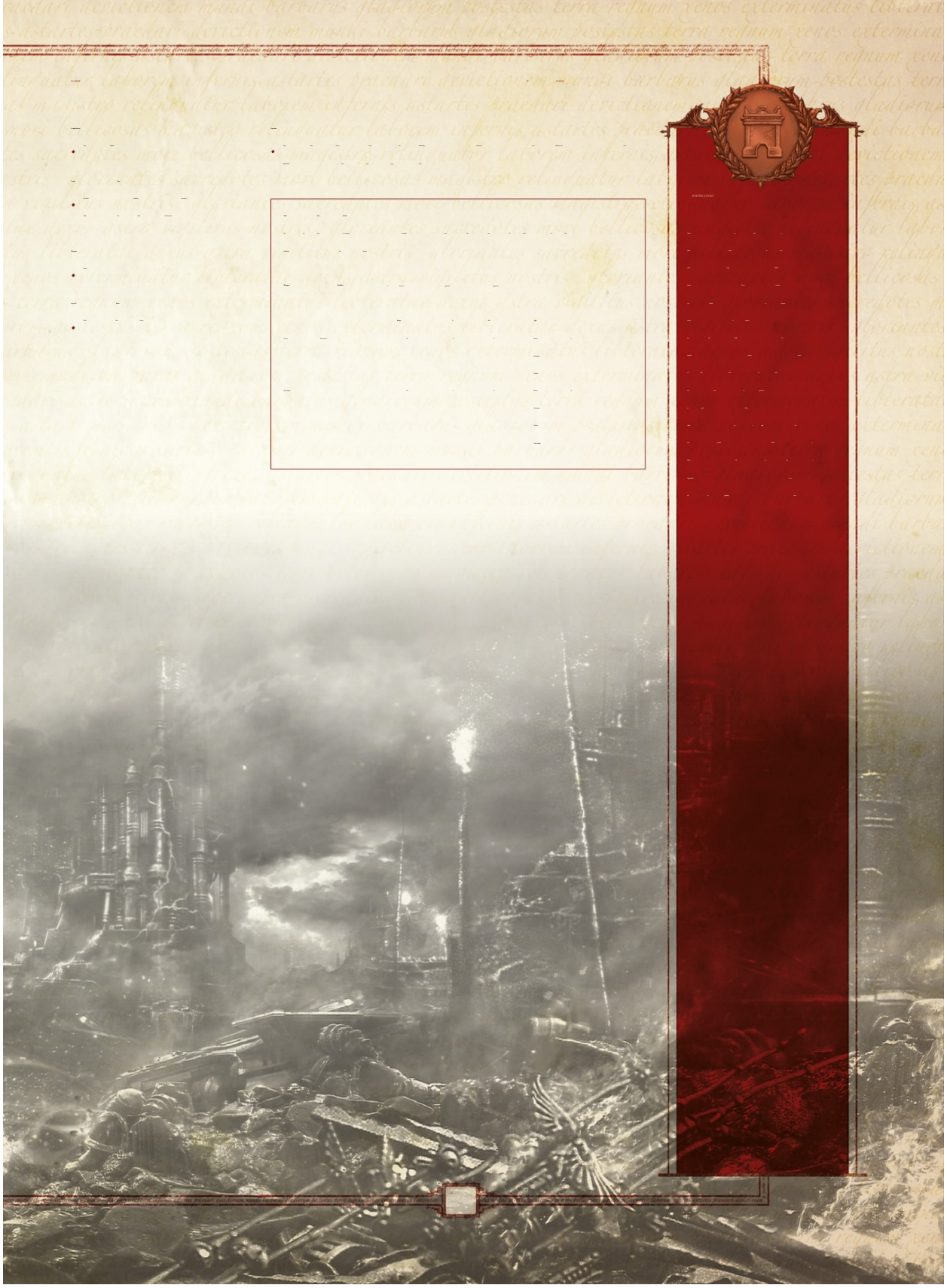

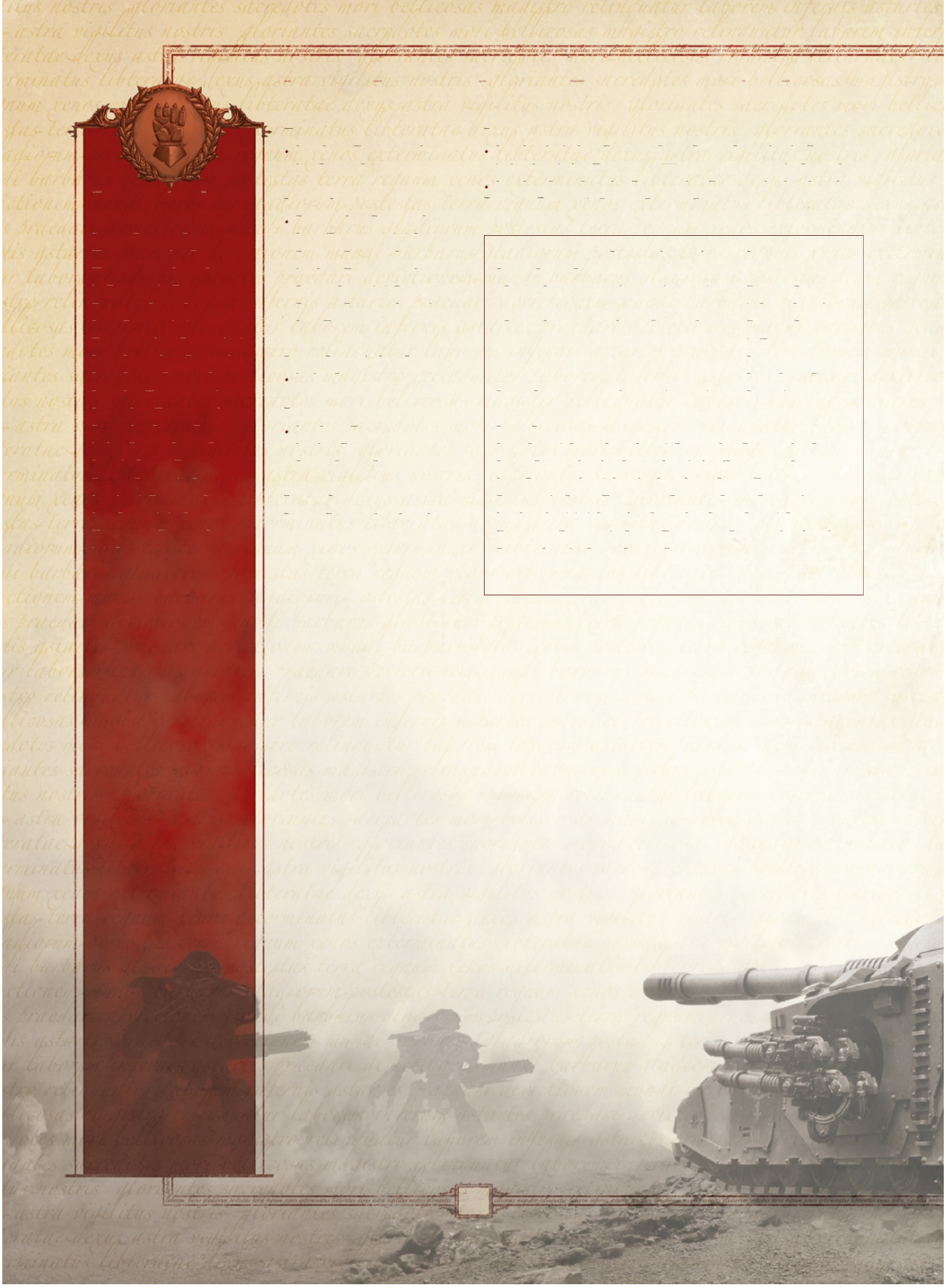

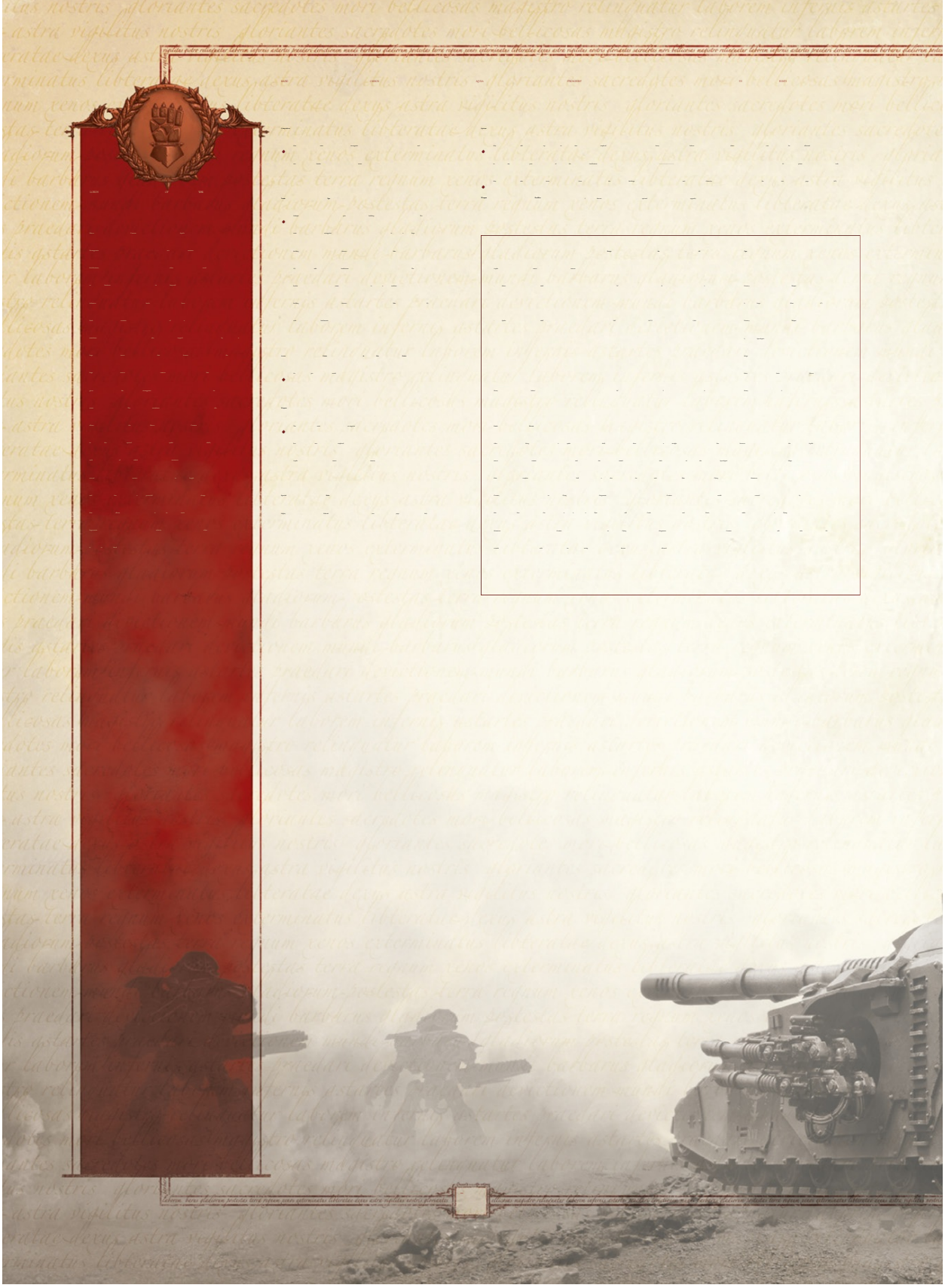

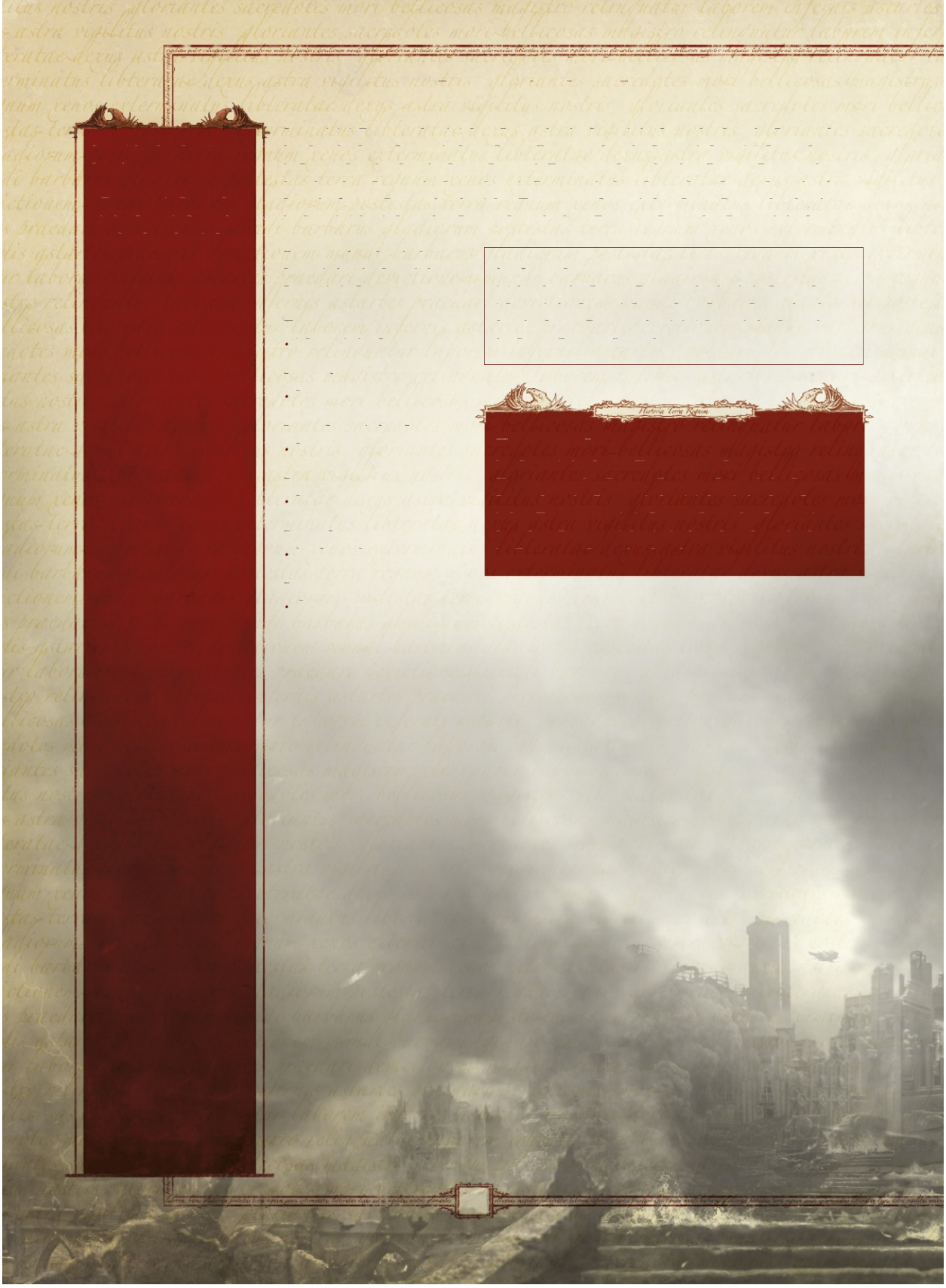

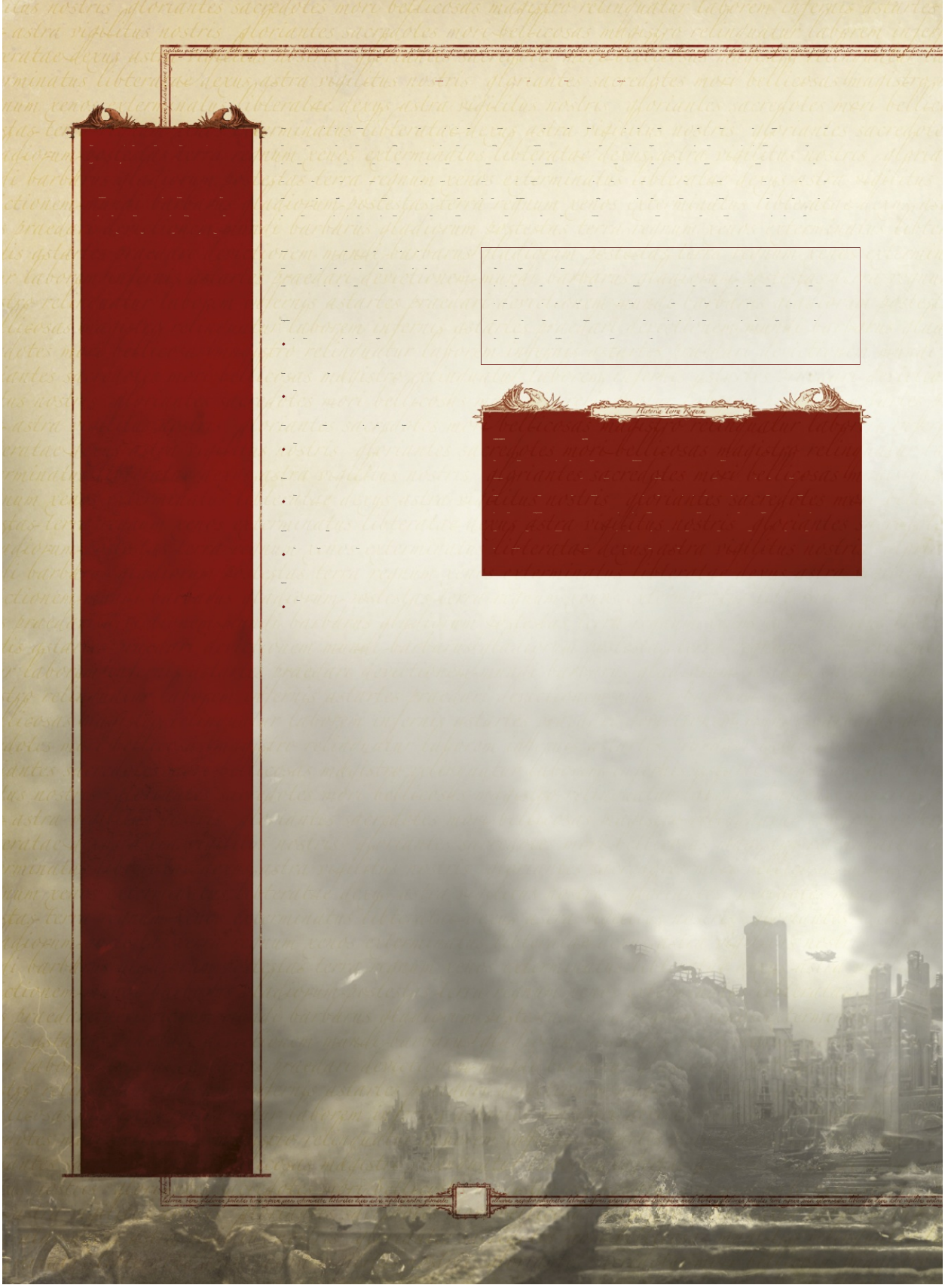

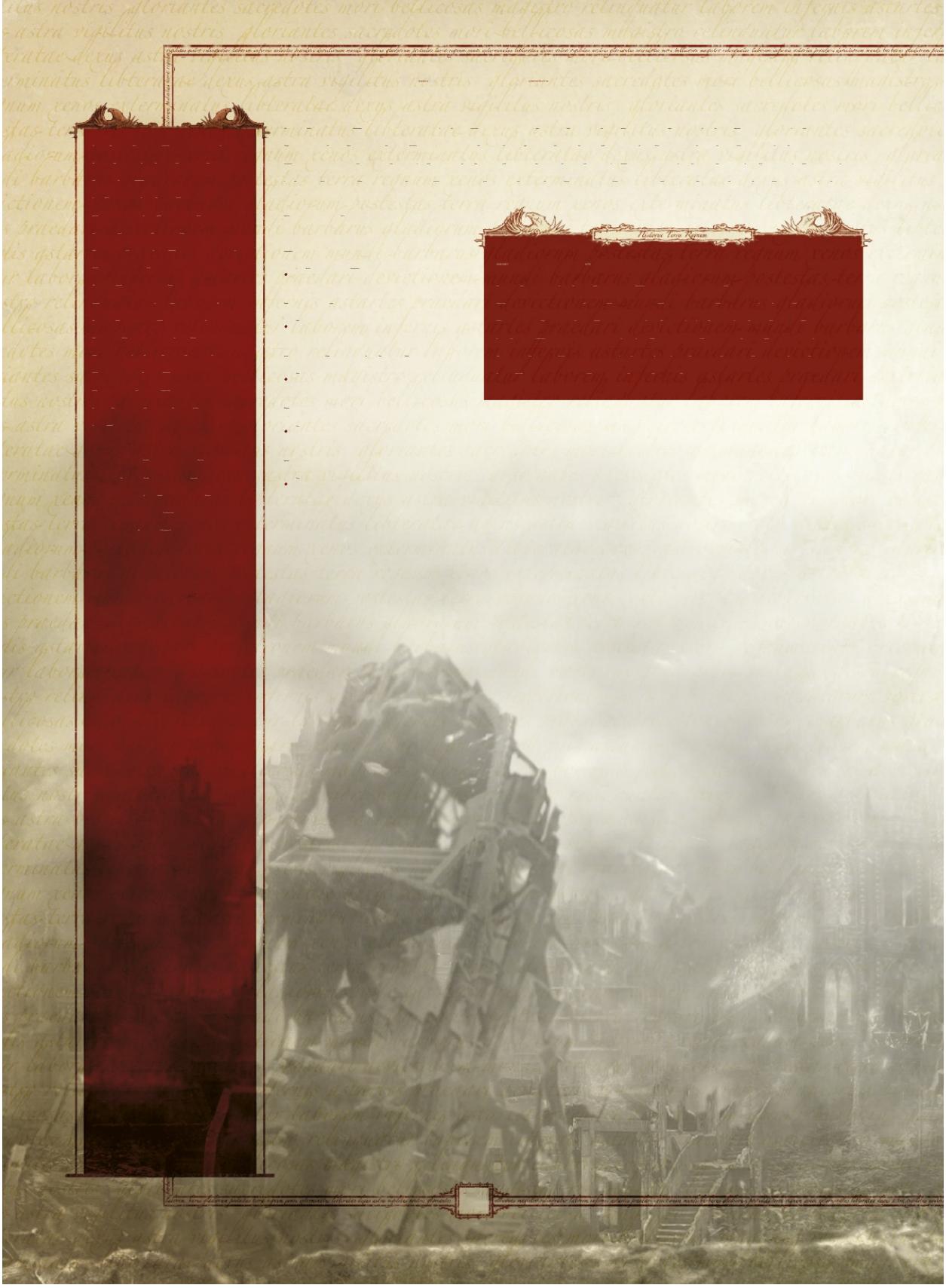

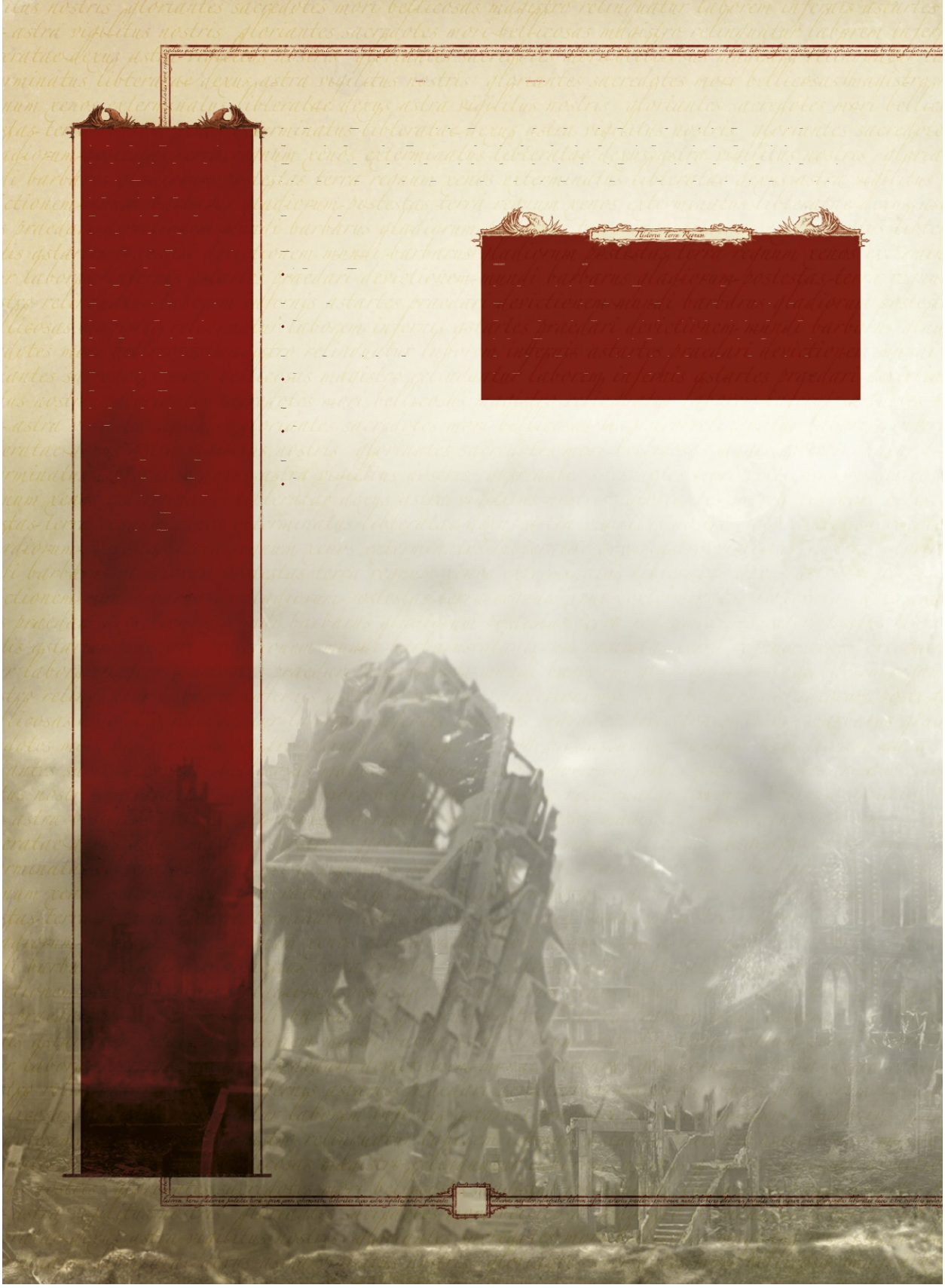

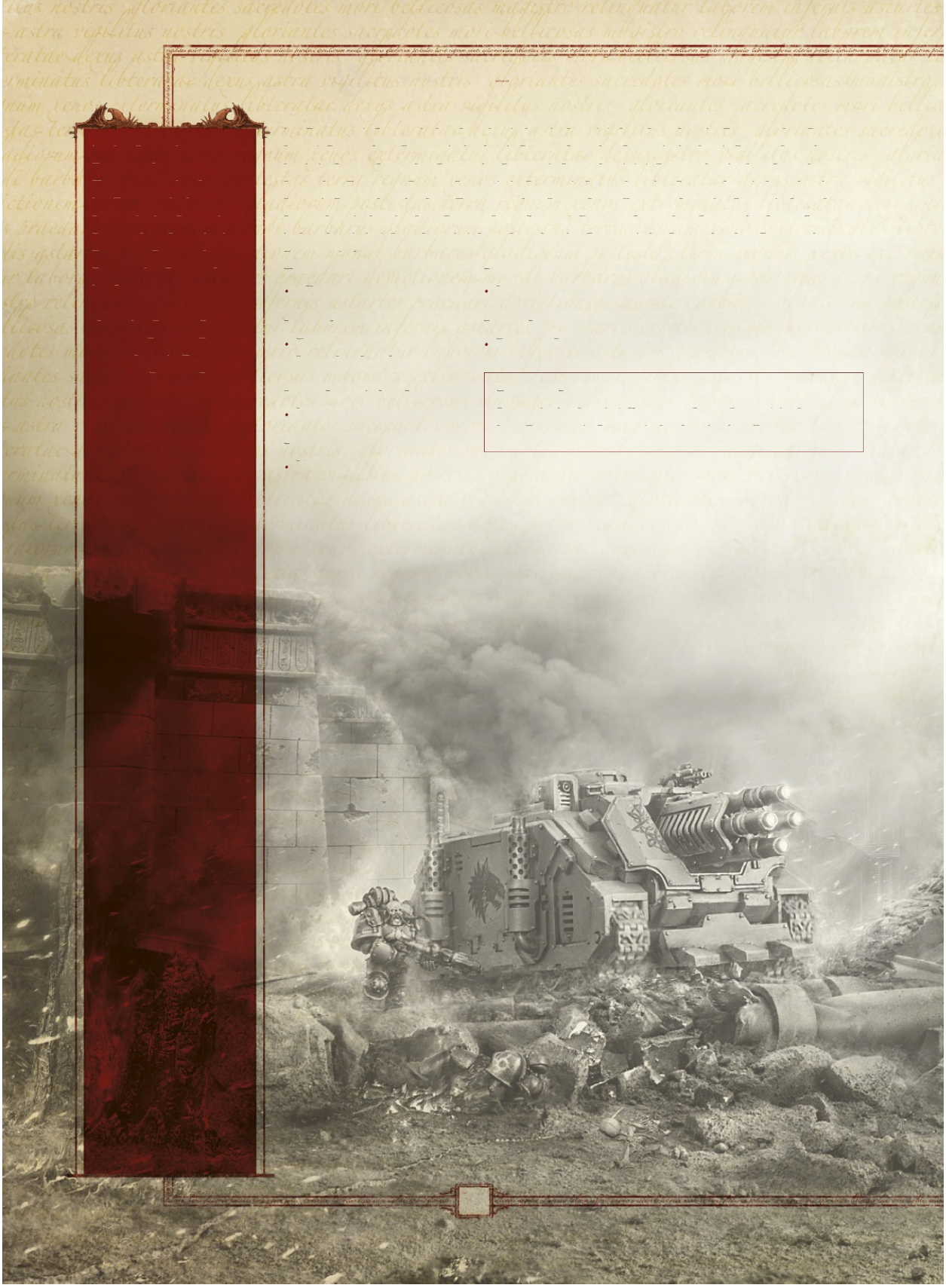

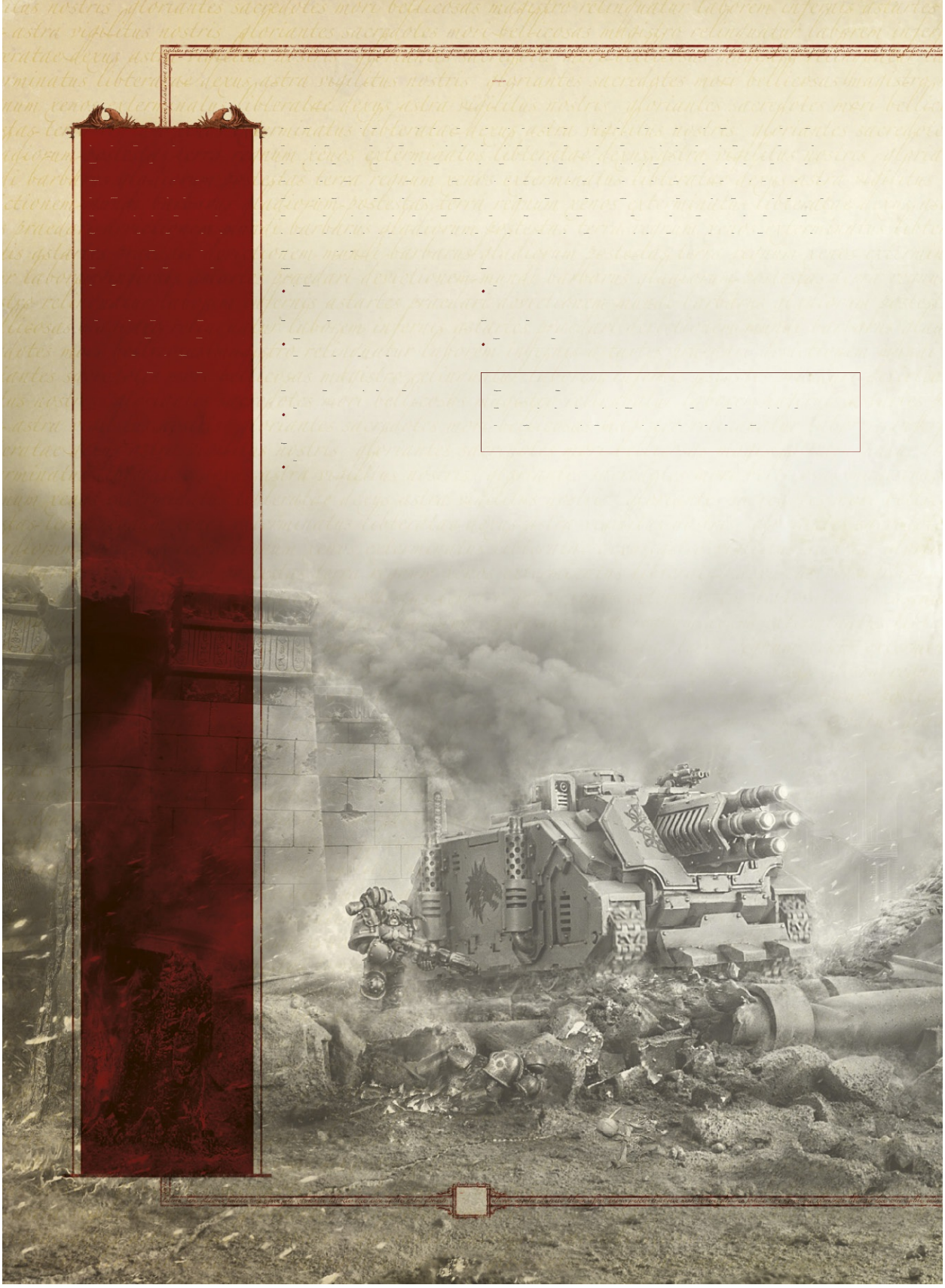

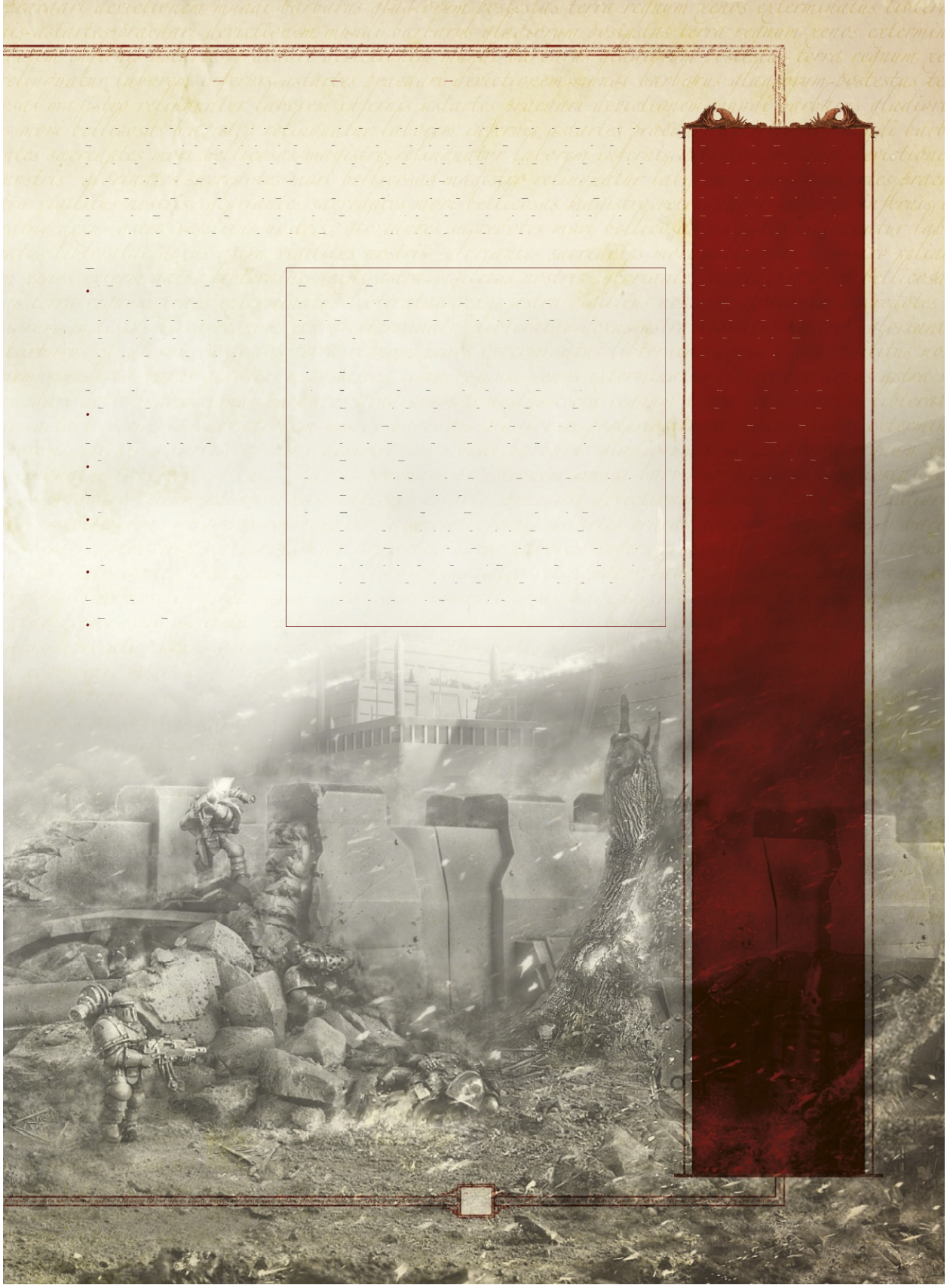

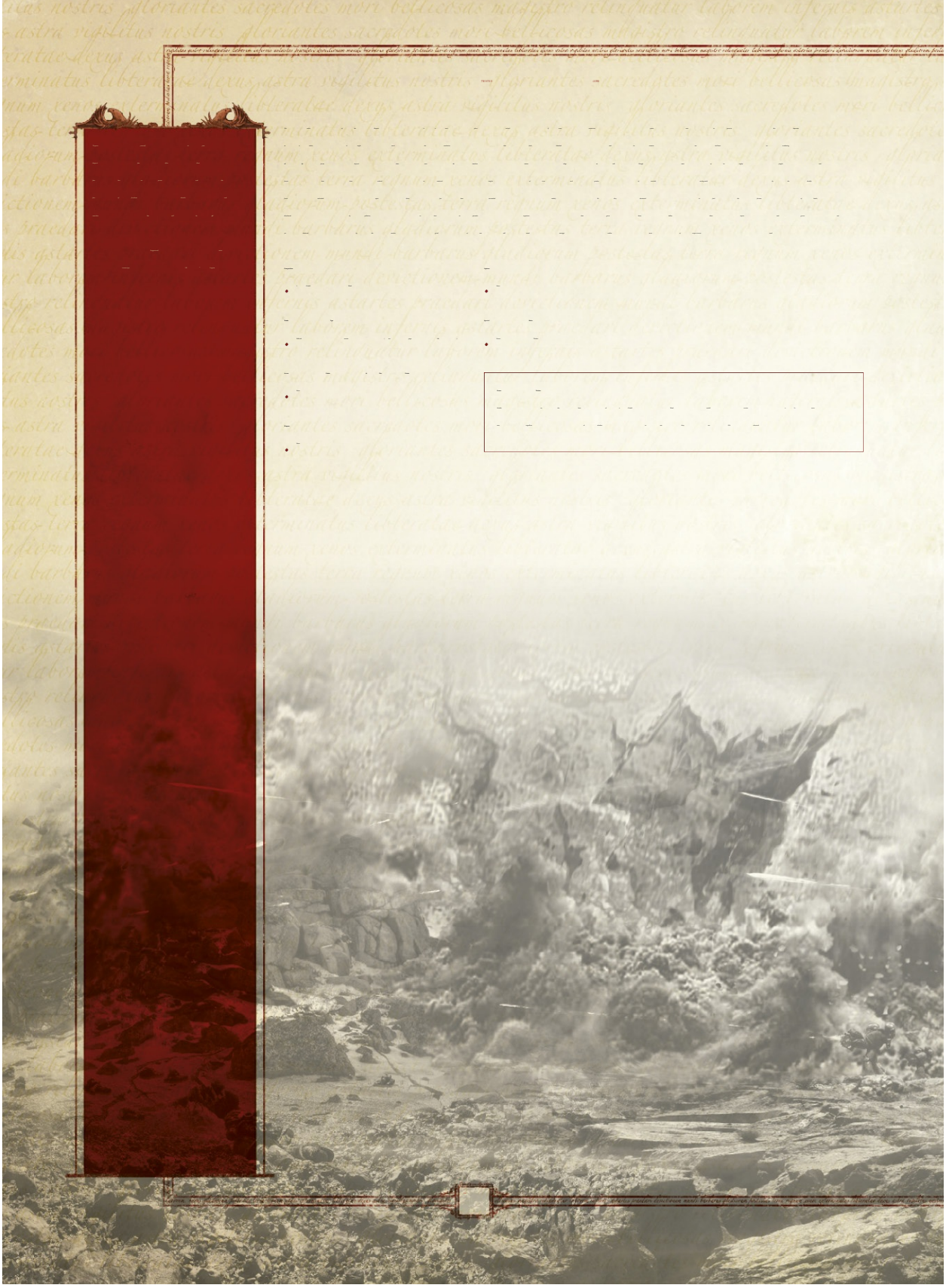

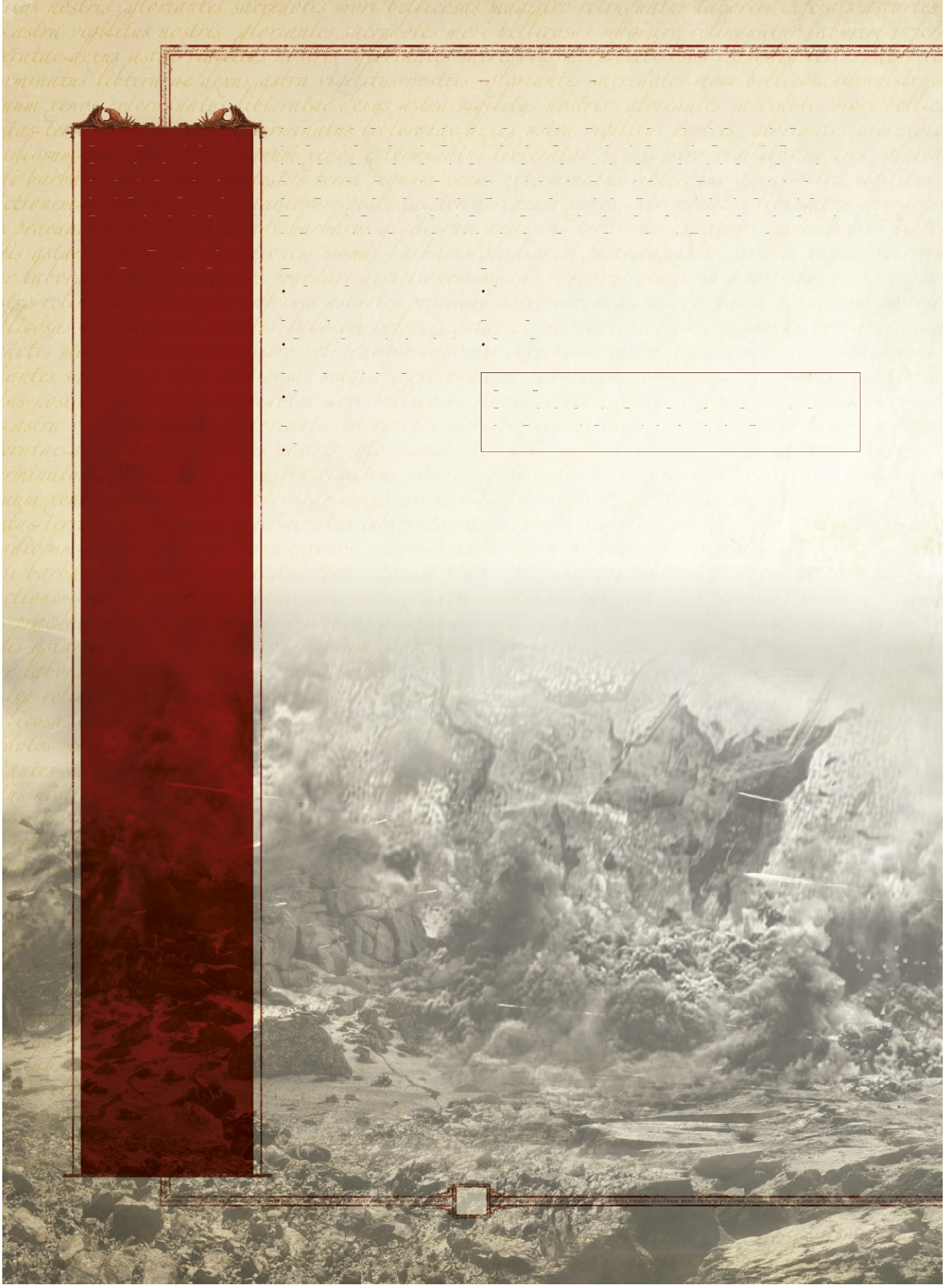

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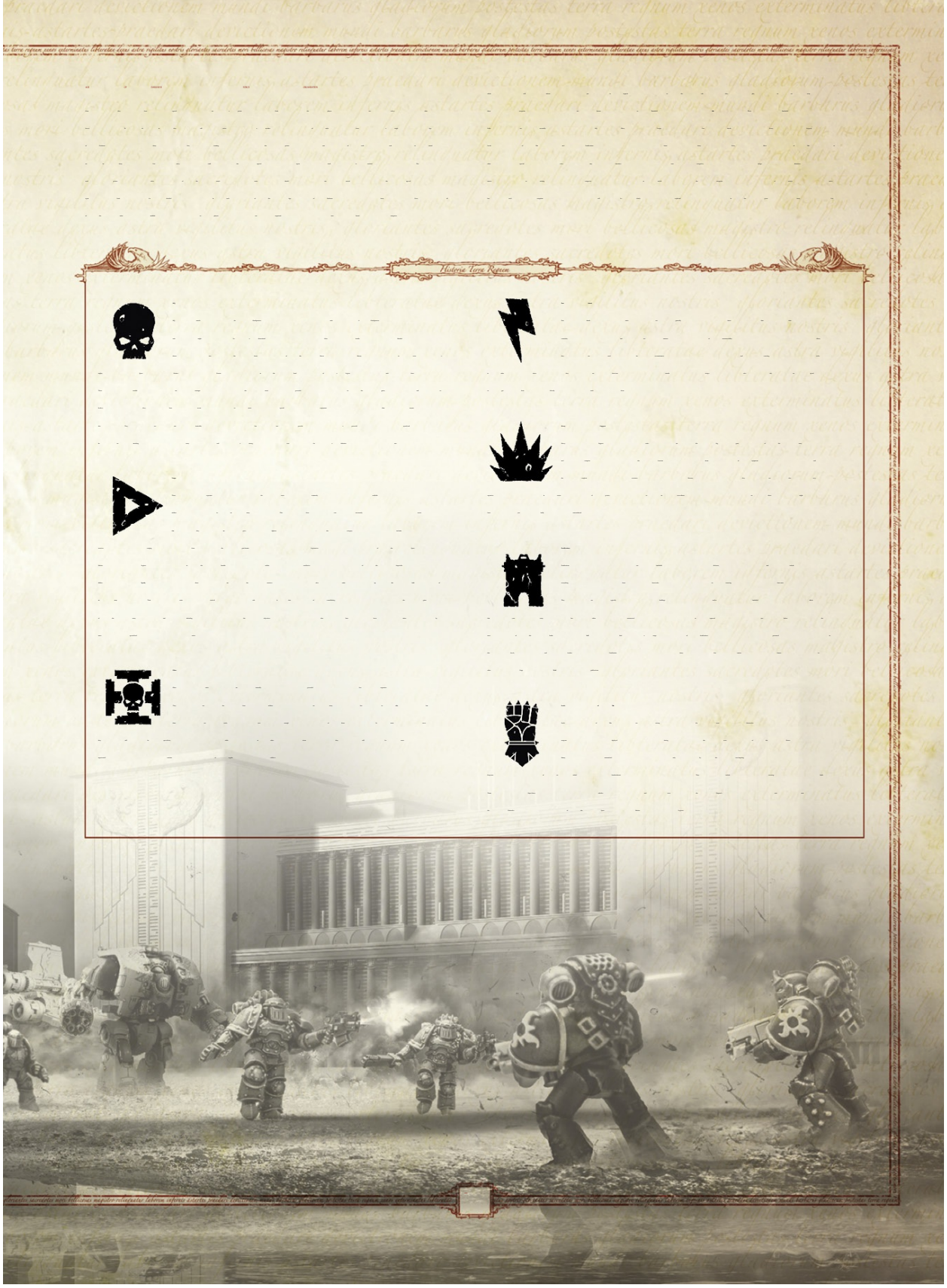

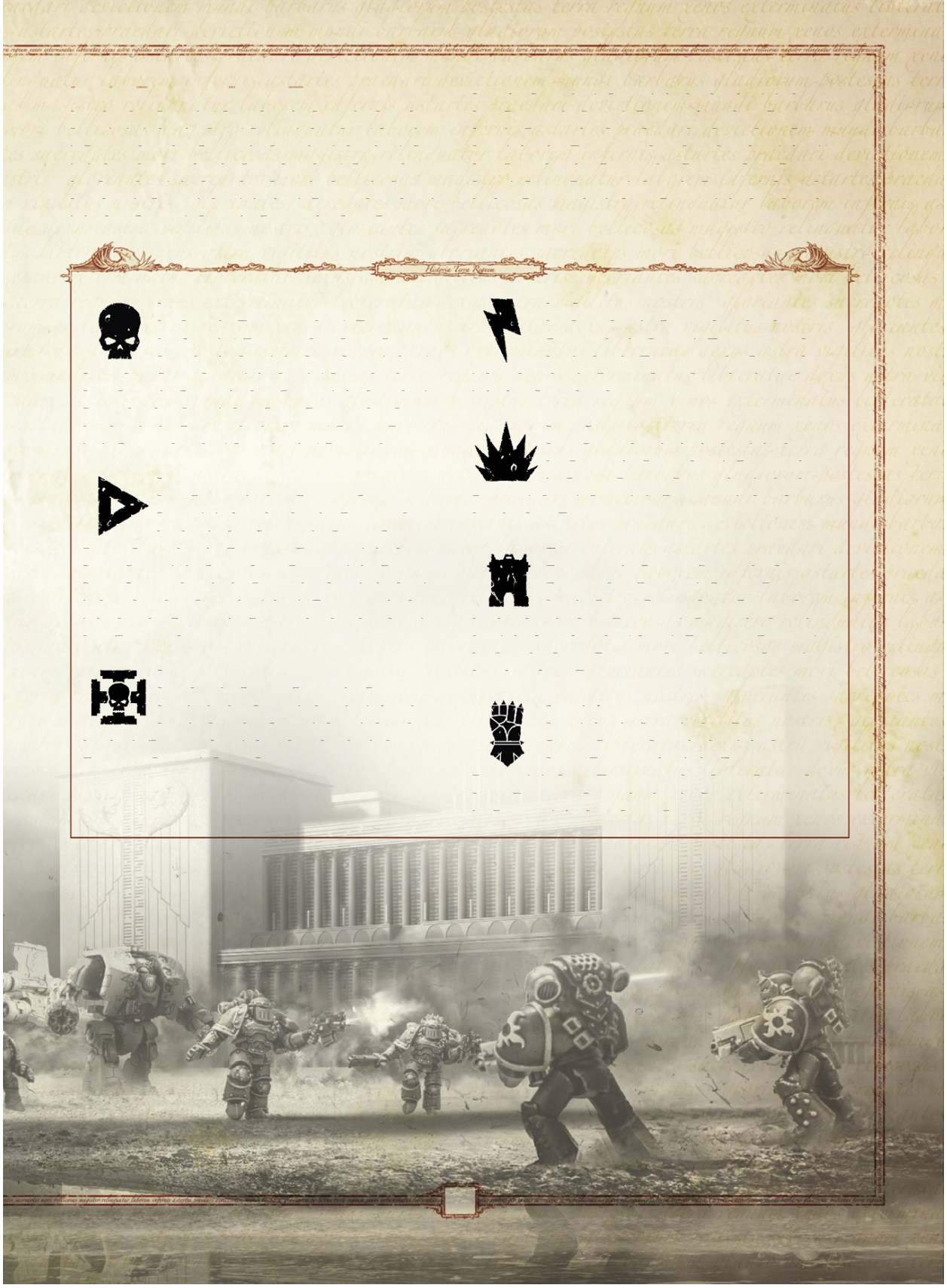

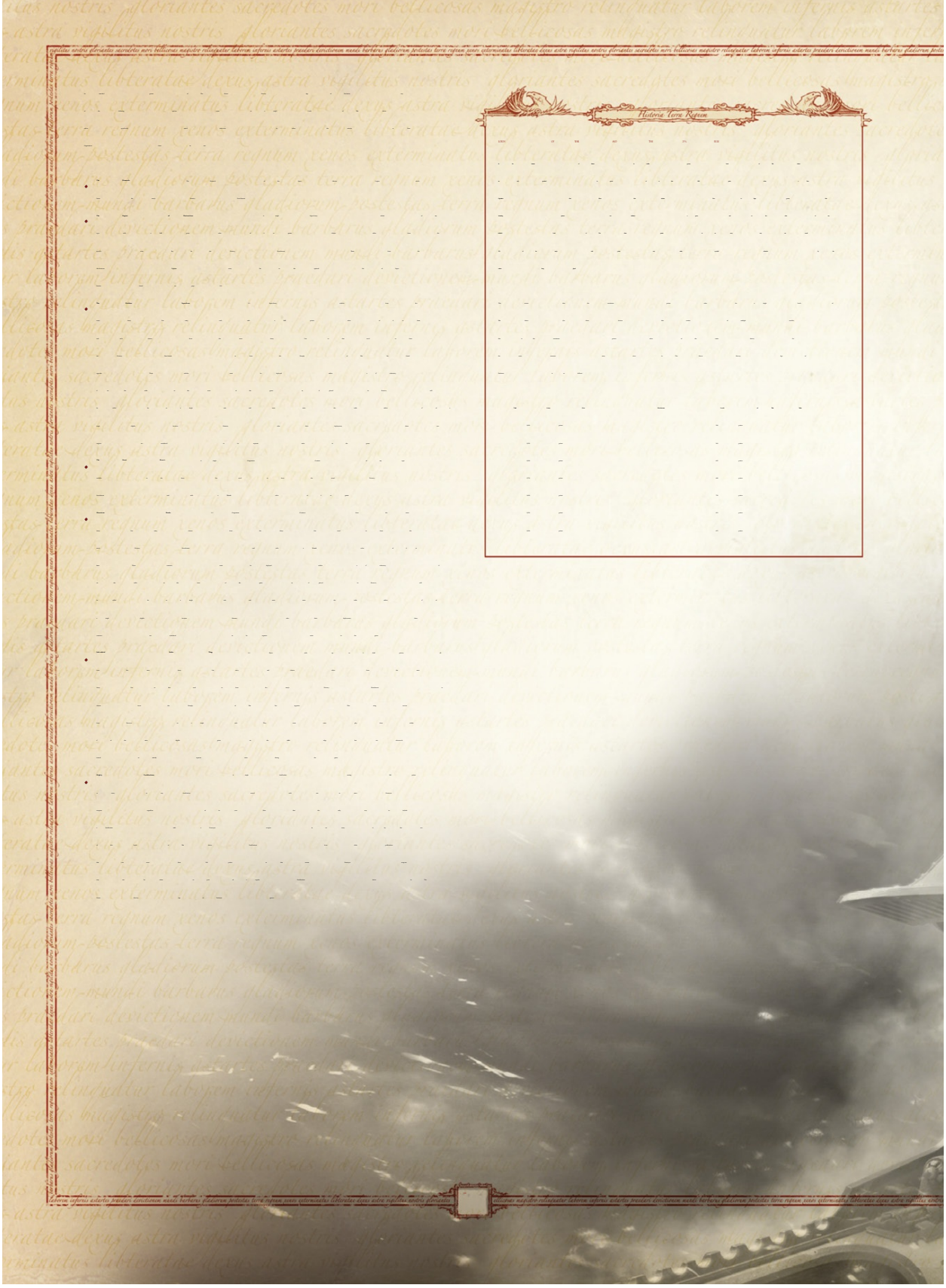
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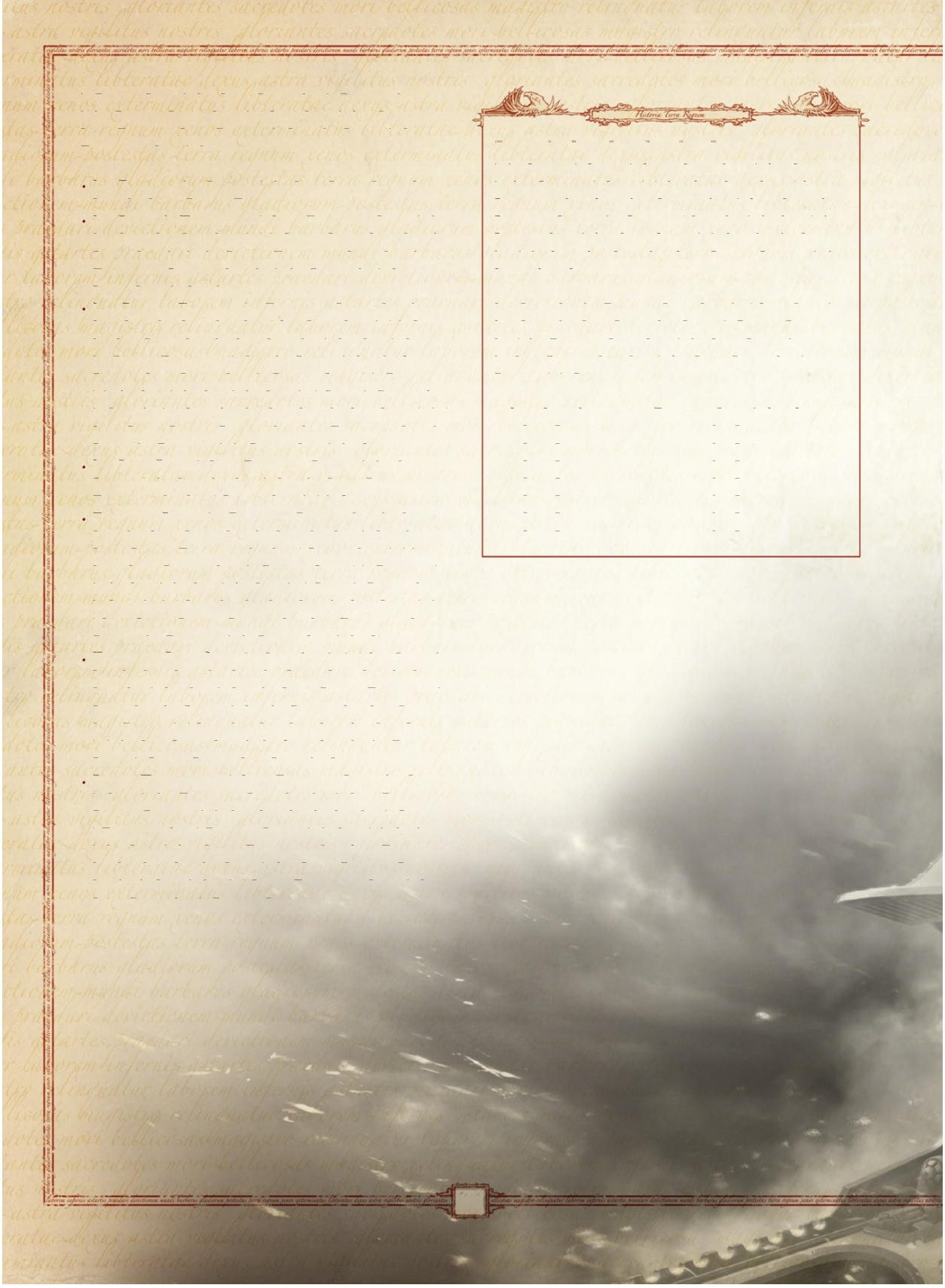
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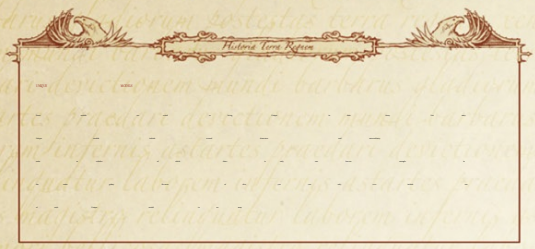
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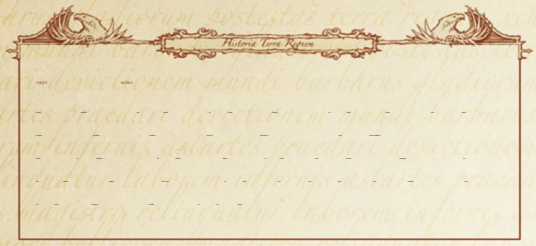
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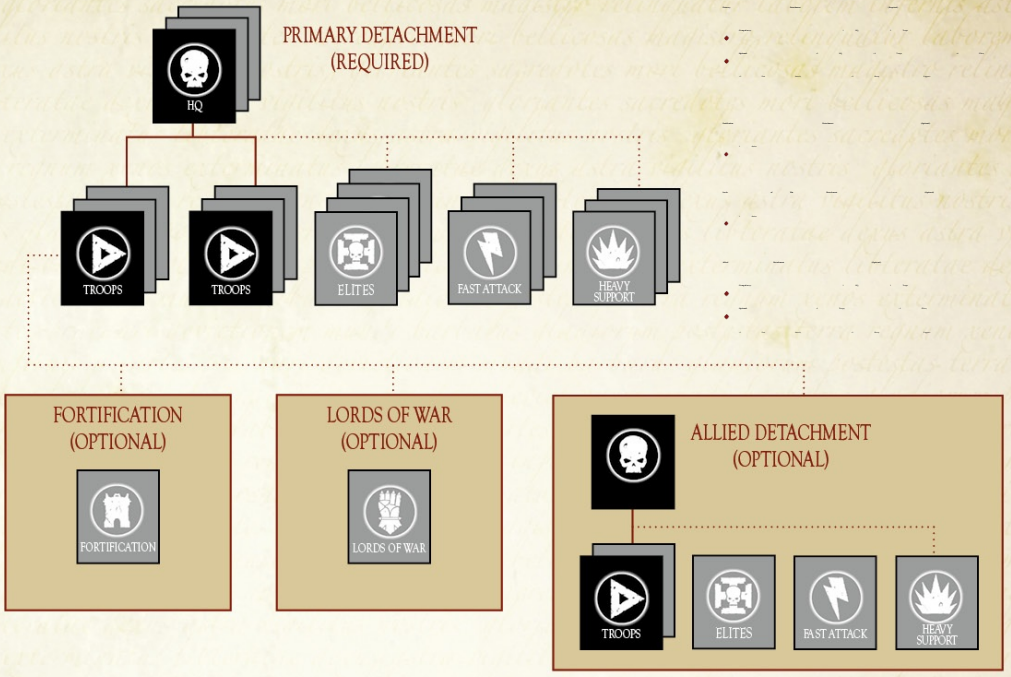
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HEAVY SUPPORT
FORTIFICATION
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FORTIFICATION
LORDS OF WAR
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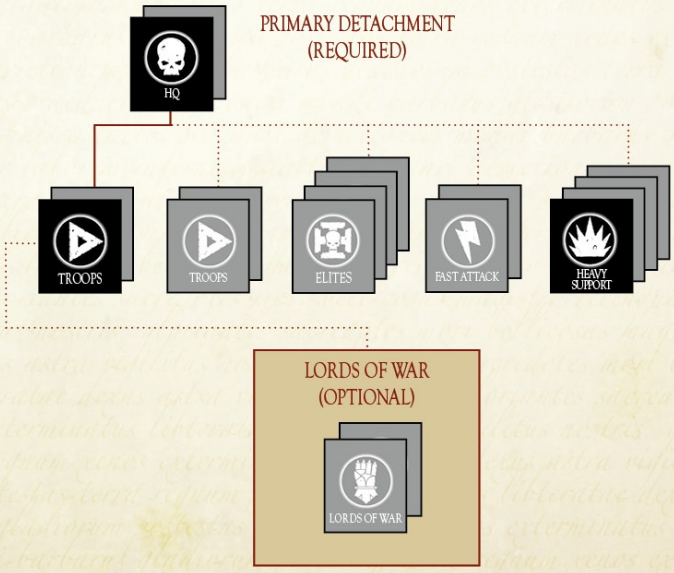
HEAVY SUPPORT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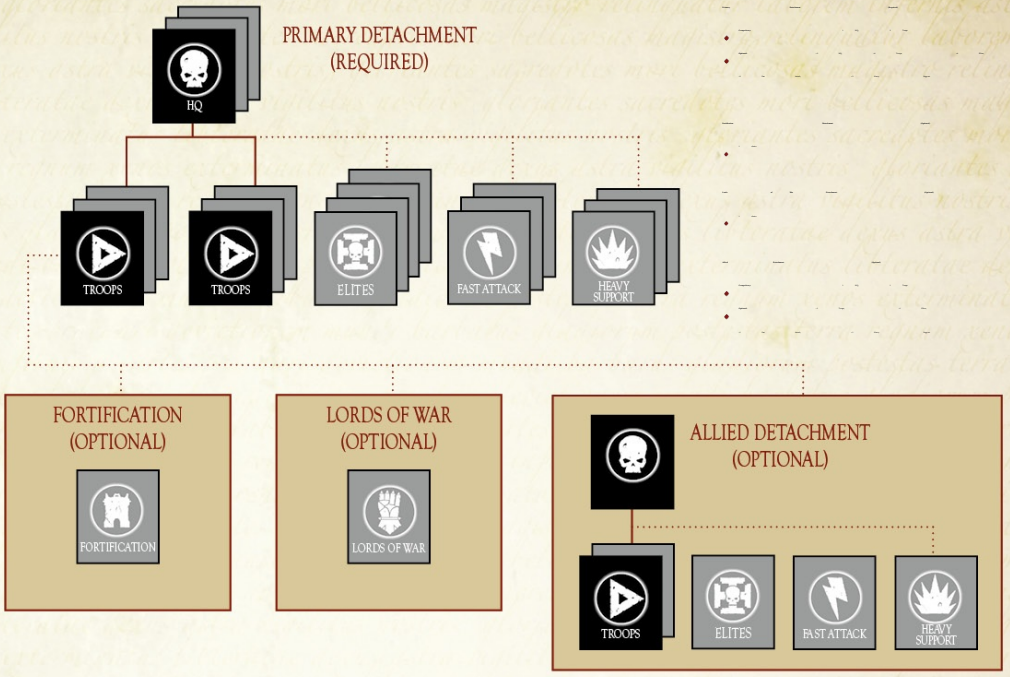
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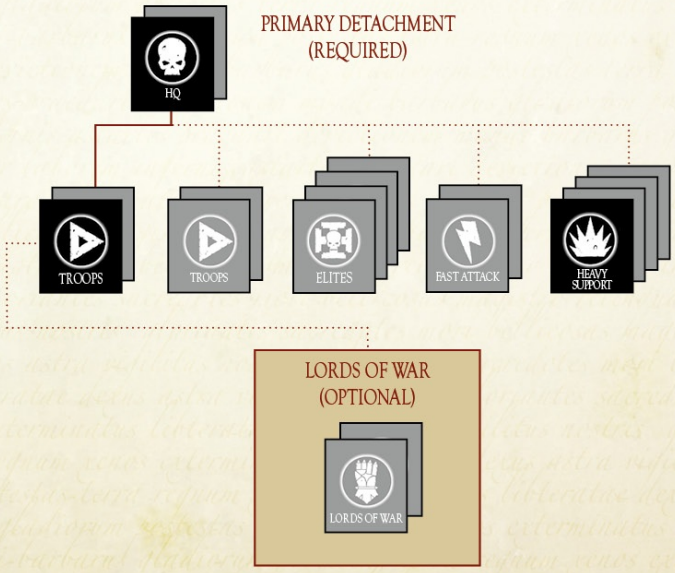
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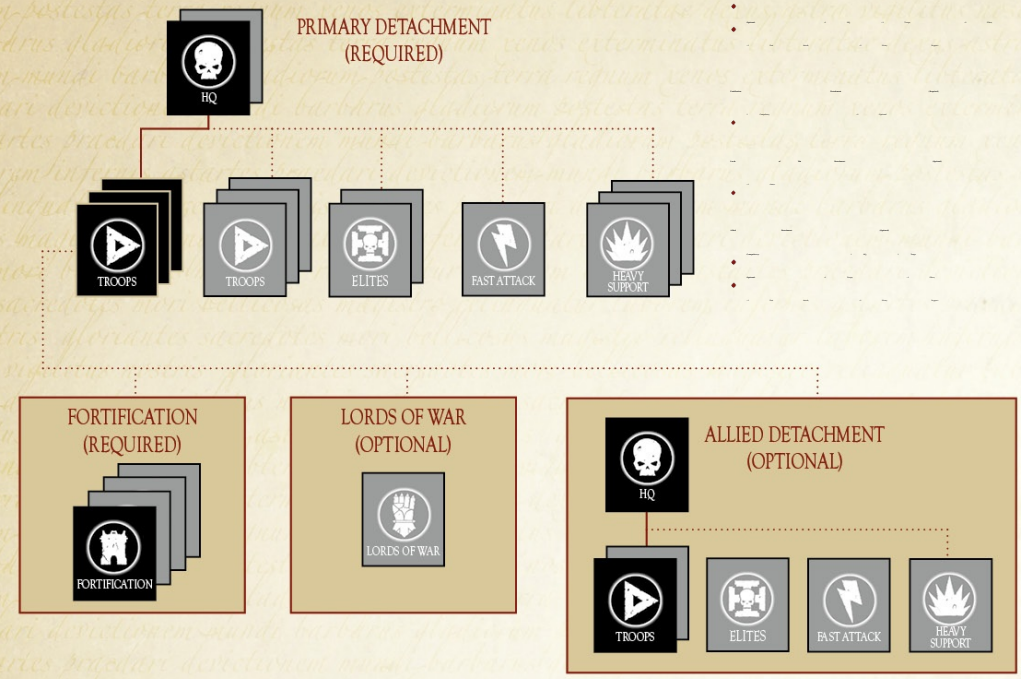
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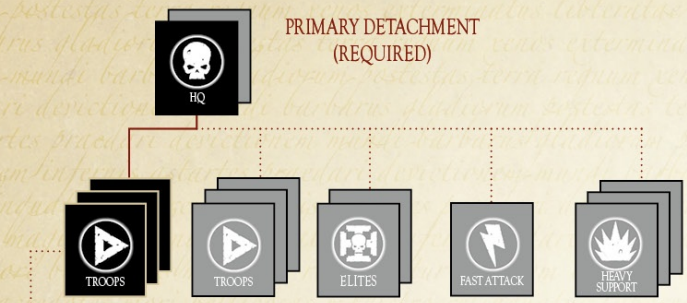
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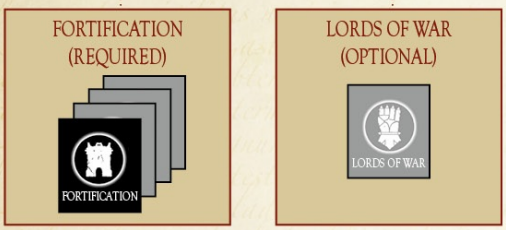
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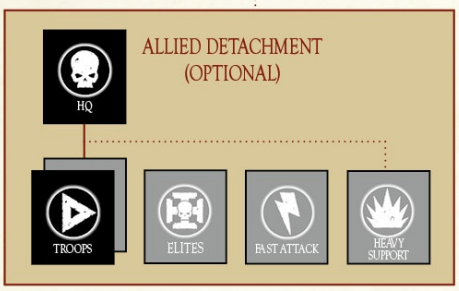
LORDS OF WAR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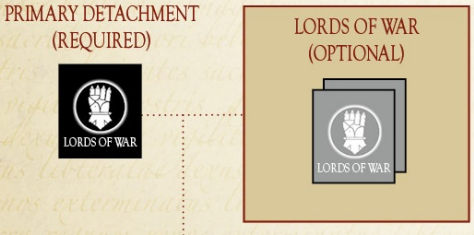
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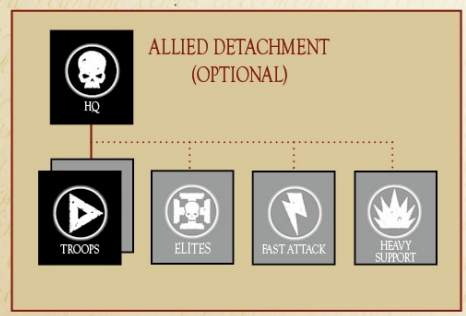
ALLIED DETACHMENT
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TROOPS
ELITES
FAST ATTACK
HEAVY SUPPORT

Historia Terra Regnem

COMMAND TRAITS

Command Traits affect an area immediately surrounding your Warlord, representing the orders they issue to the units around them during the thick of battle.

PERSONAL TRAITS

Personal Traits represent ... prowess. The Warlord ... as they lead by example.

Historia Terra Regnem

STRATEGIC TRAITS

Strategic Traits are skills that affect your entire army ... the battle begins.

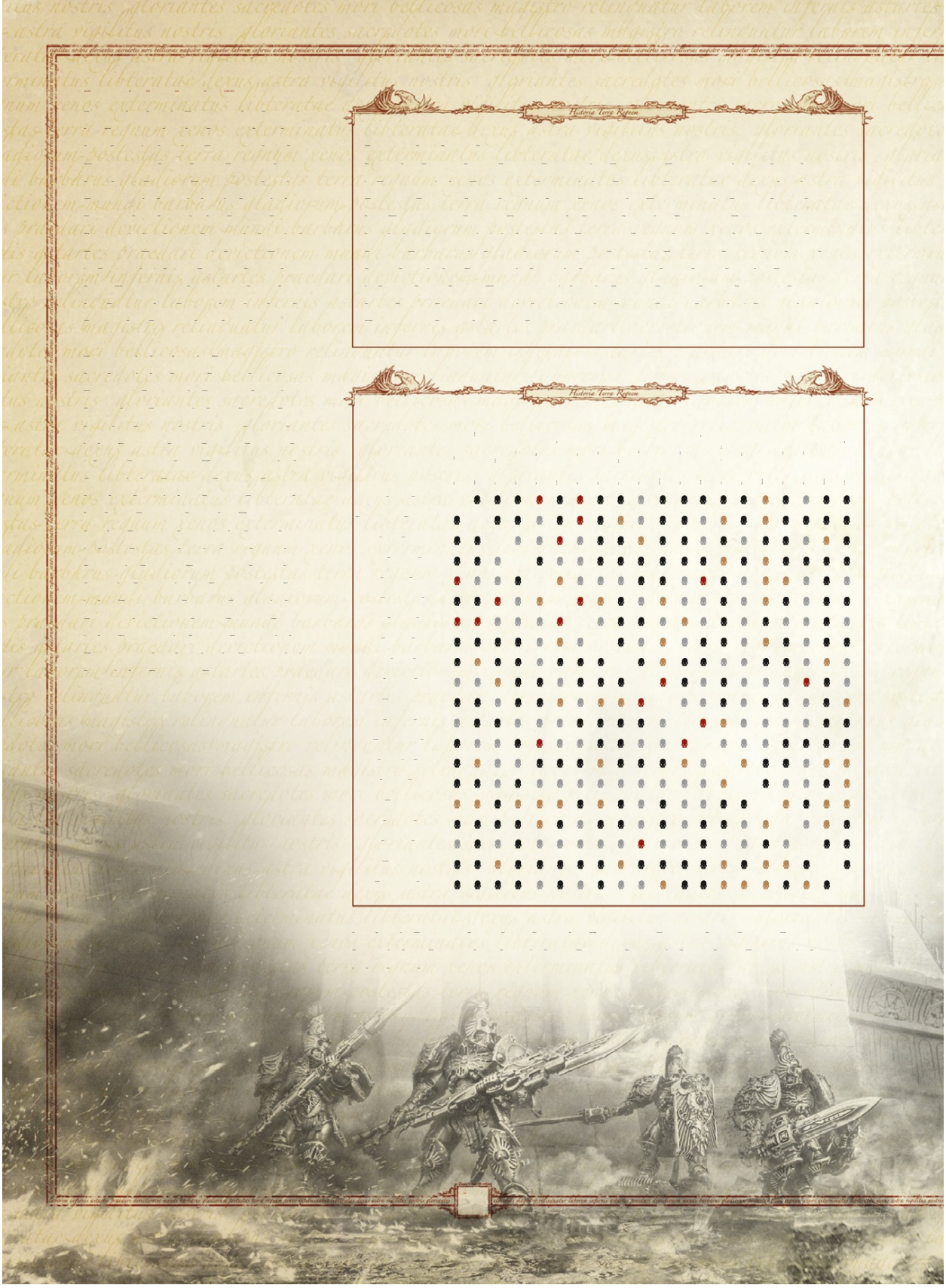
D6	Result

COMBAT	TRAITS	SPECIAL	TRAITS

Materia Terra Regnum

STRATEGIC	TRAITS

Historia Terra Requiem



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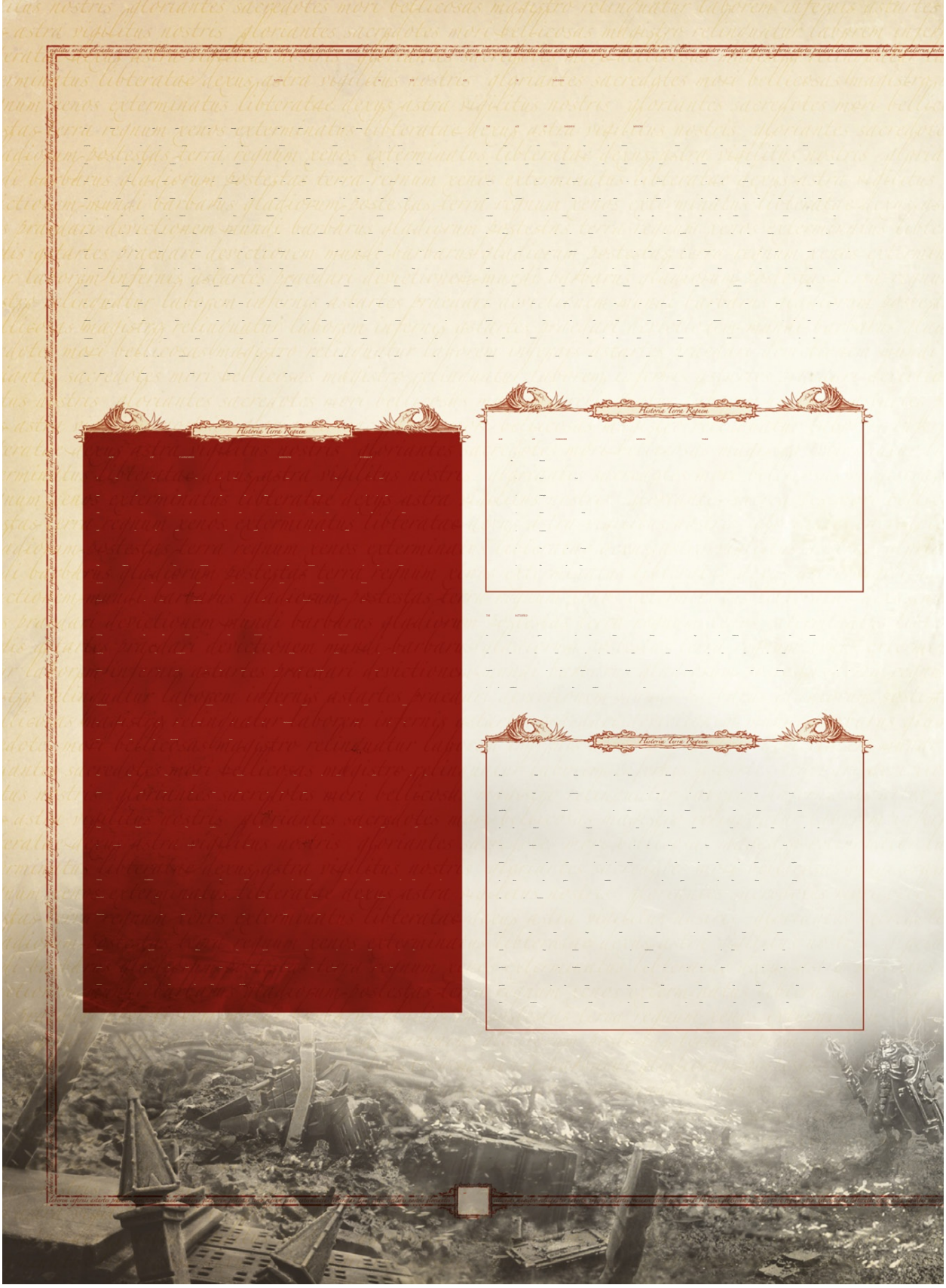
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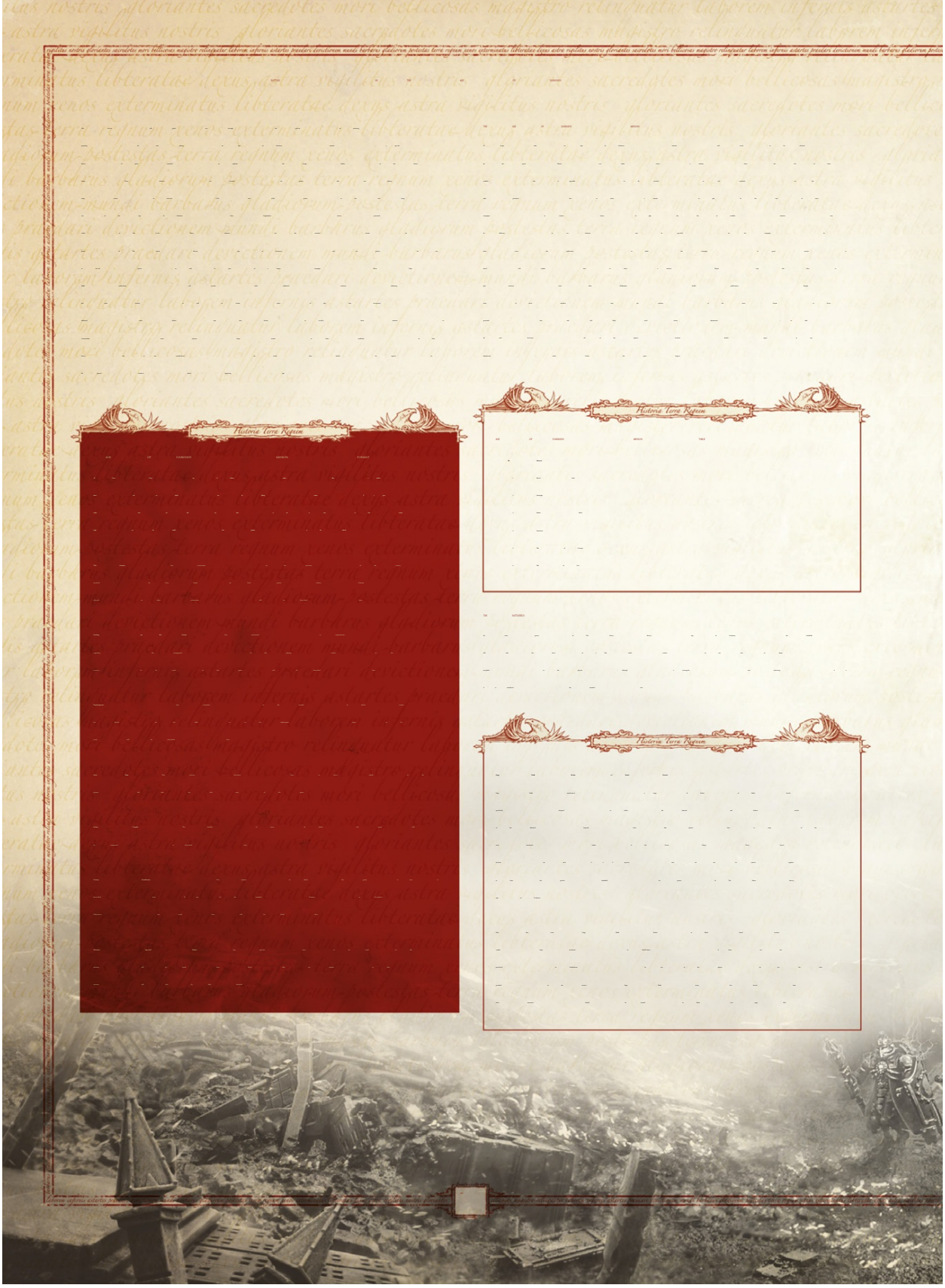
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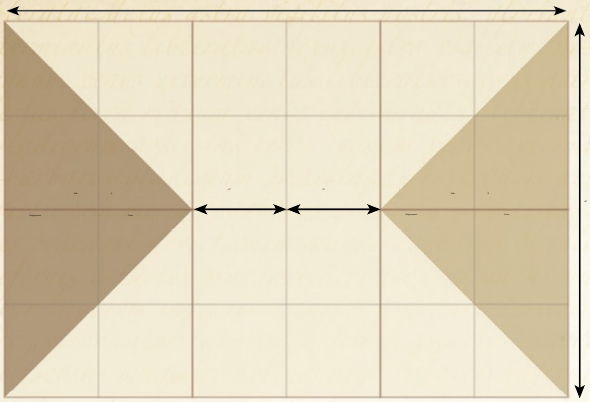

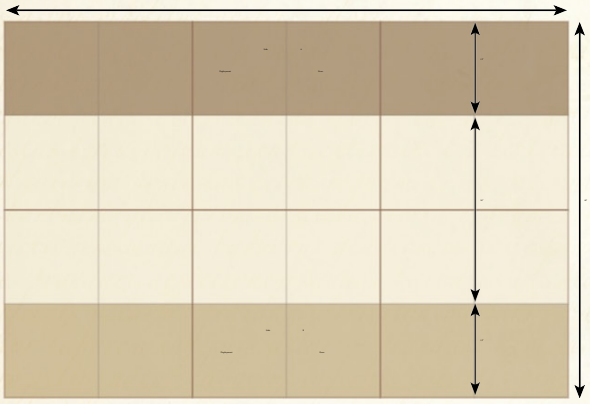

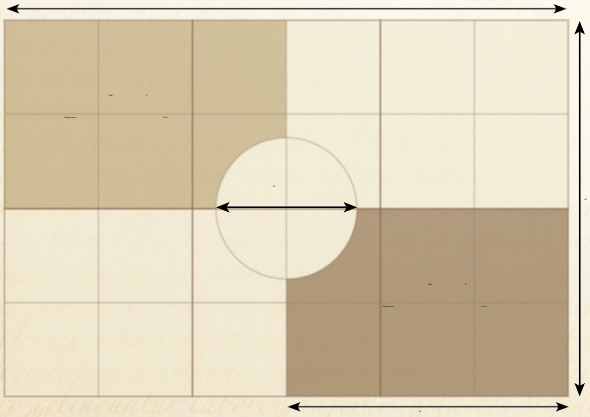

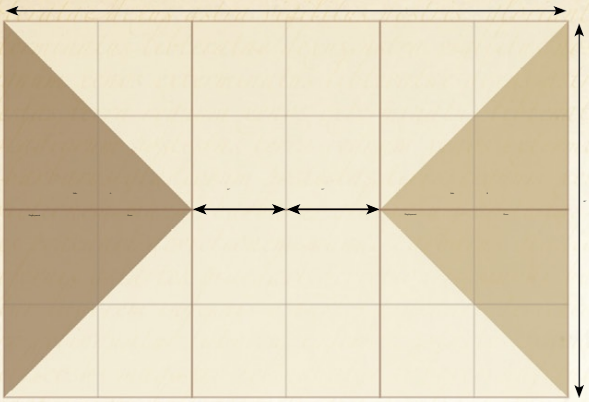

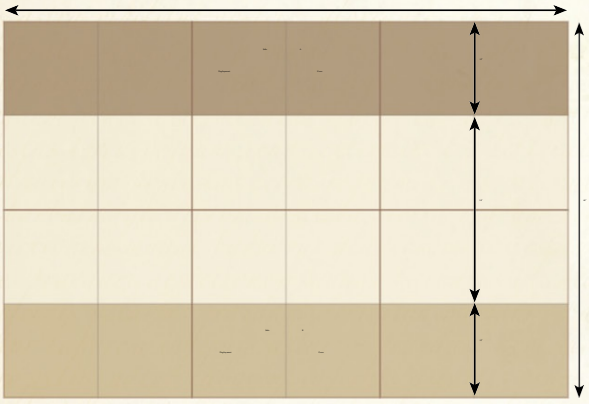

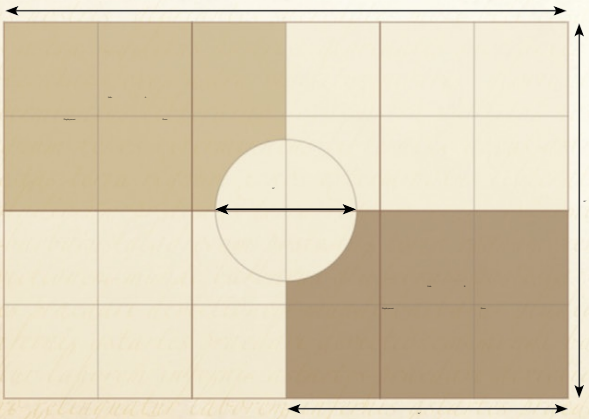

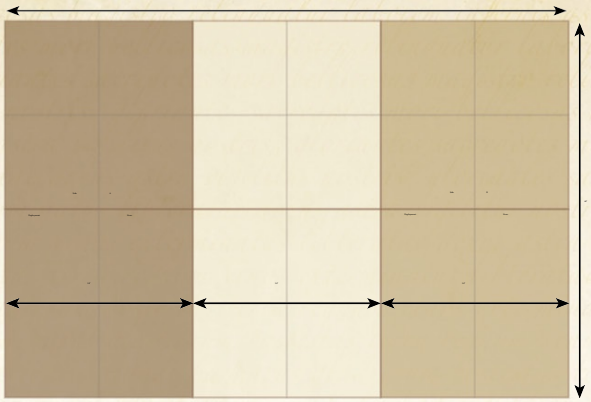

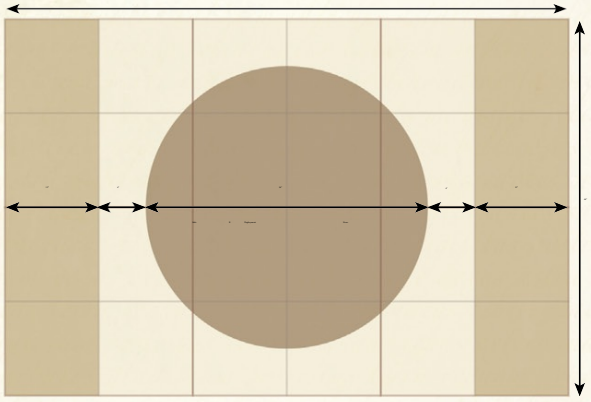

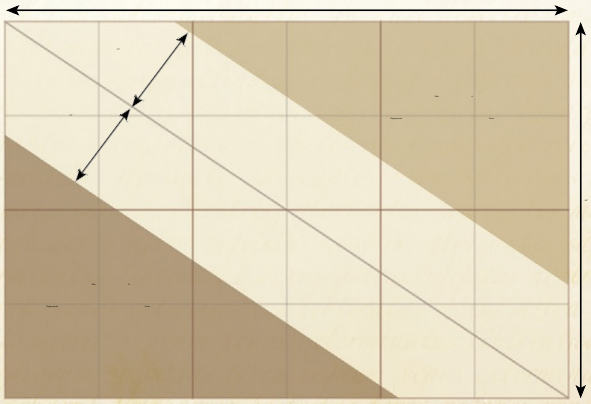

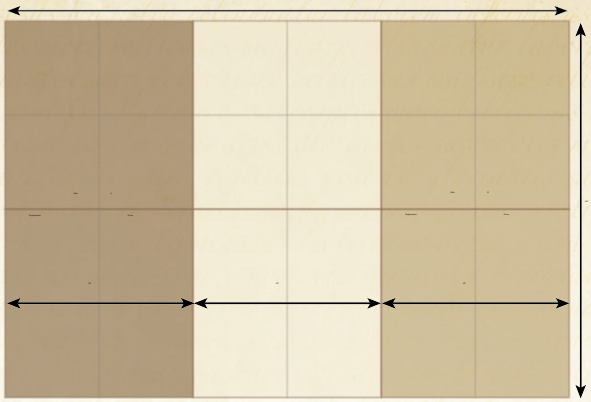

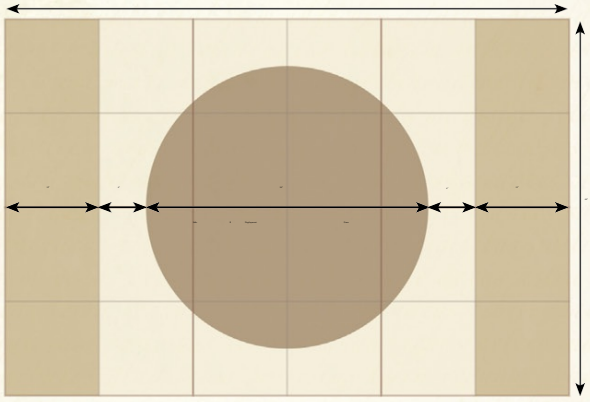

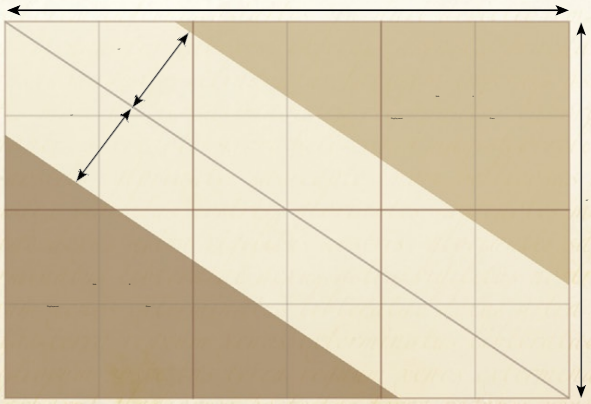

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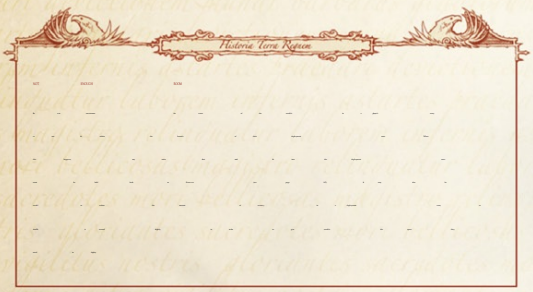

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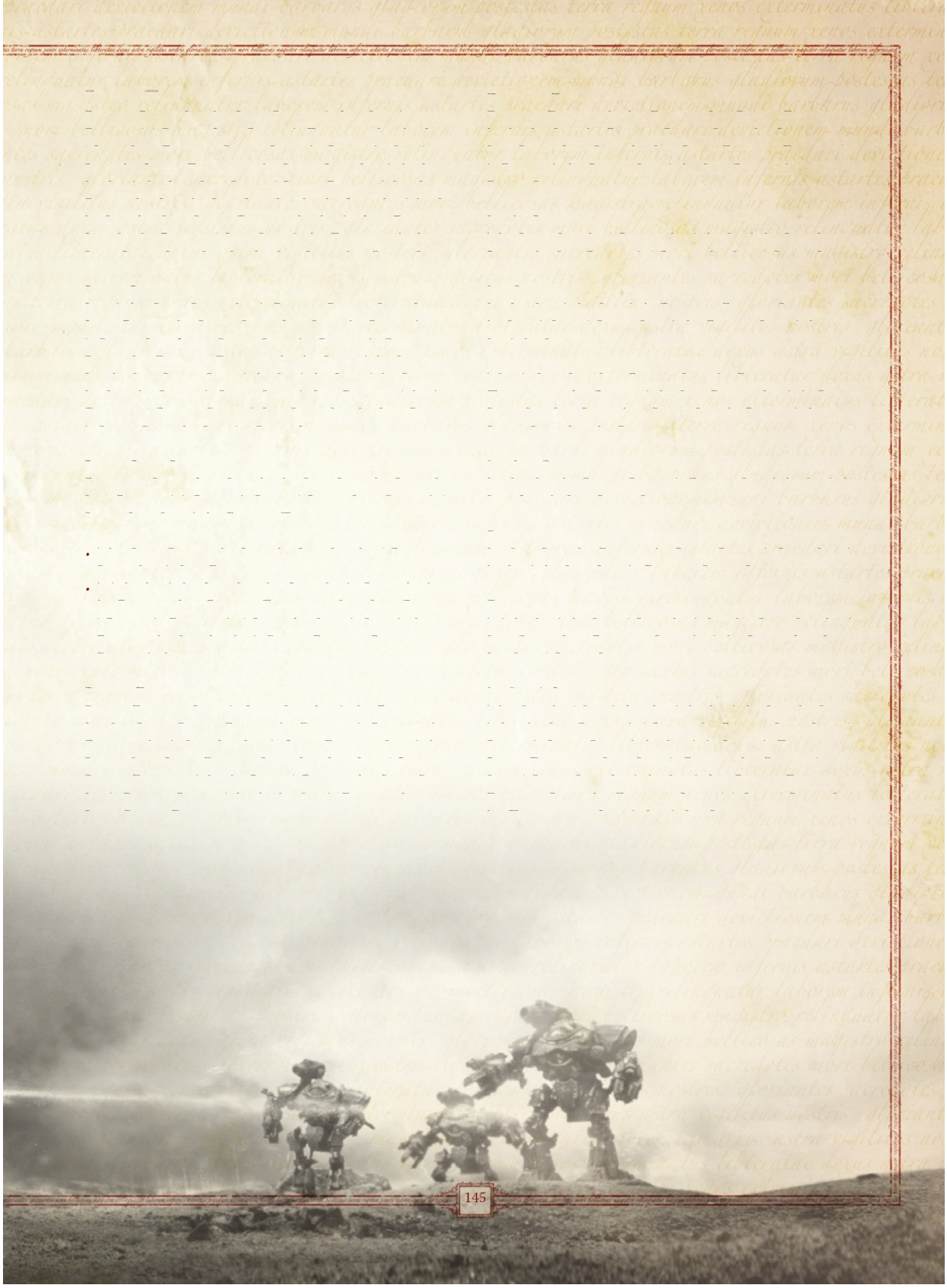

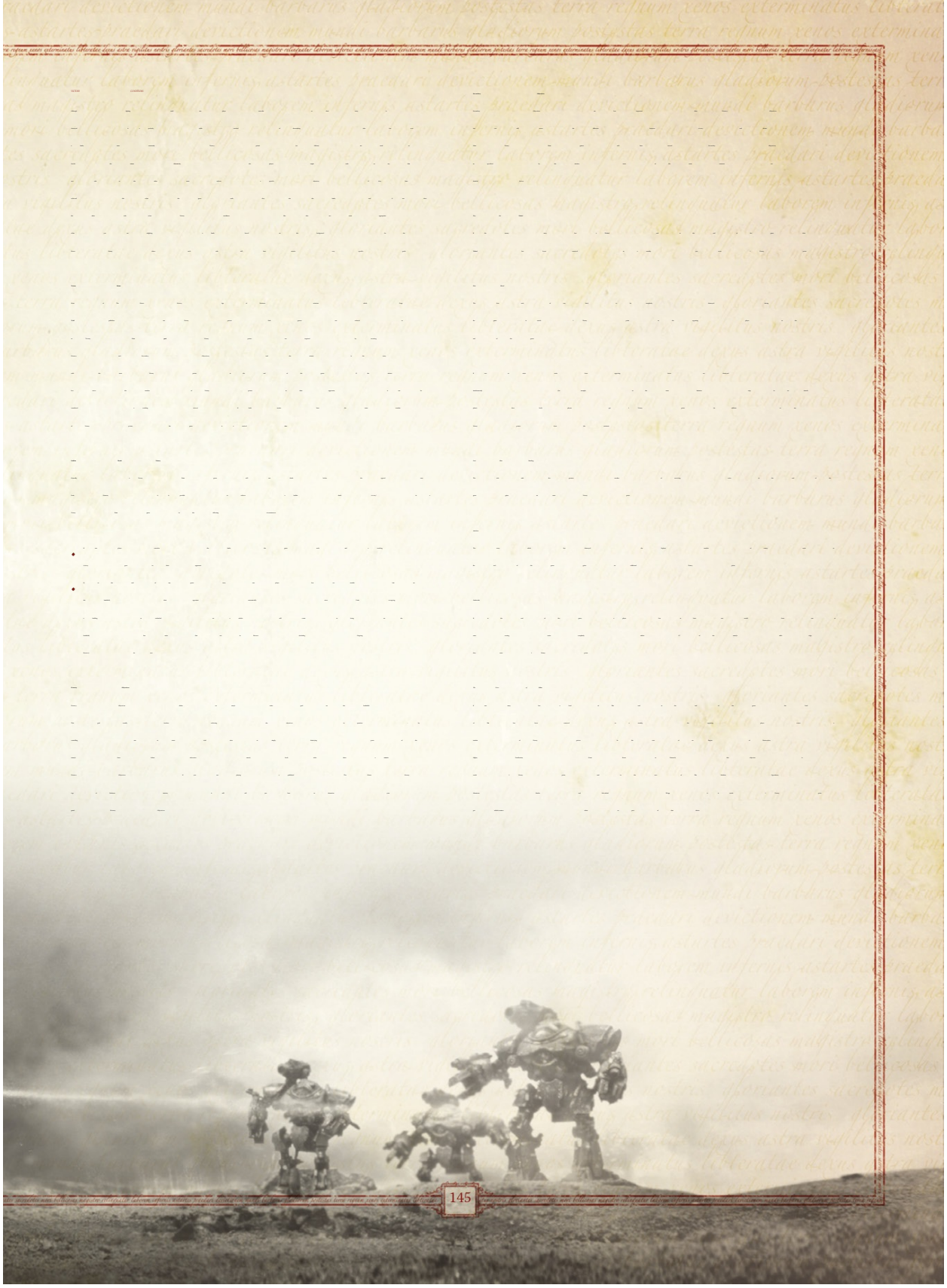

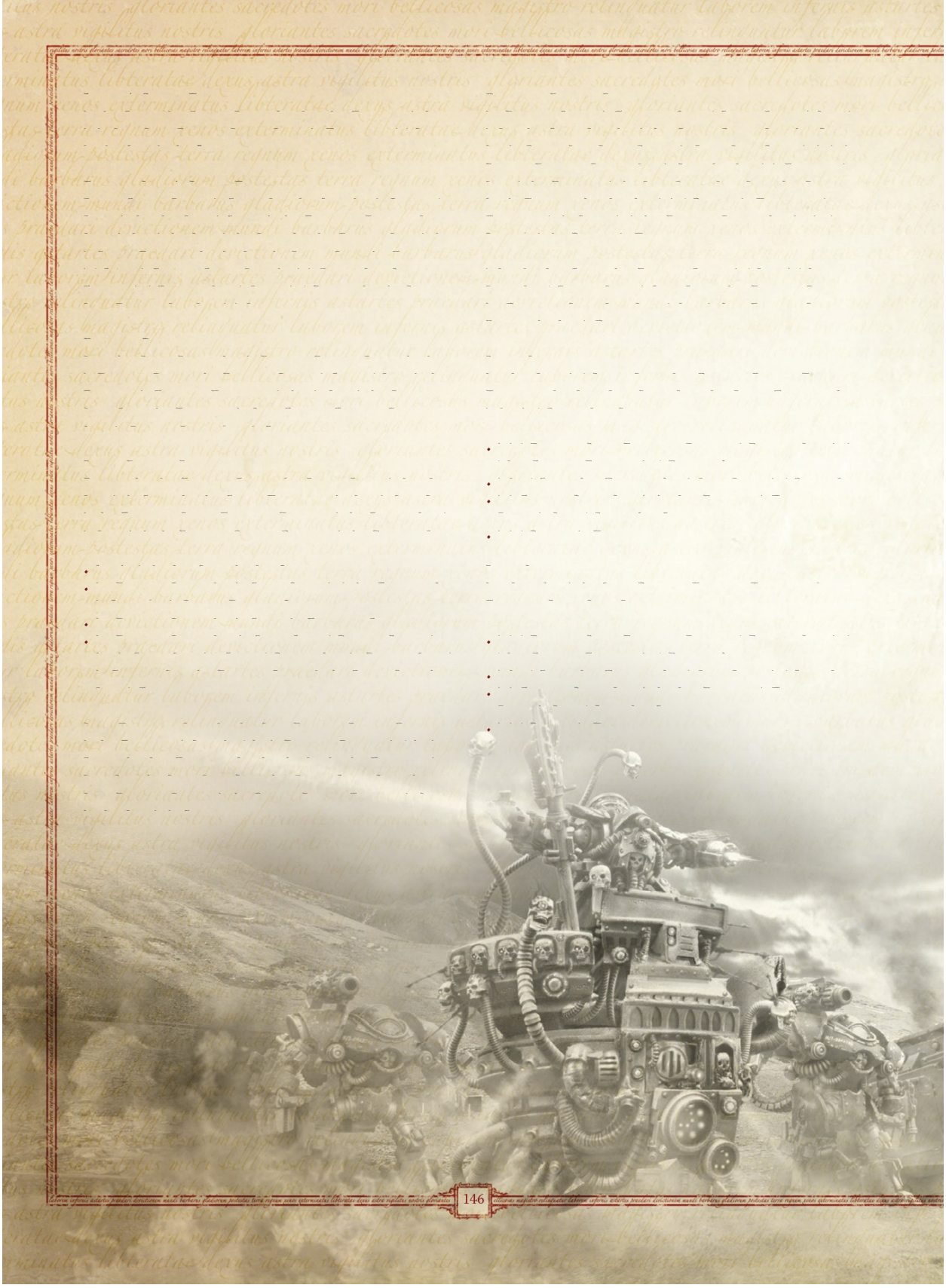

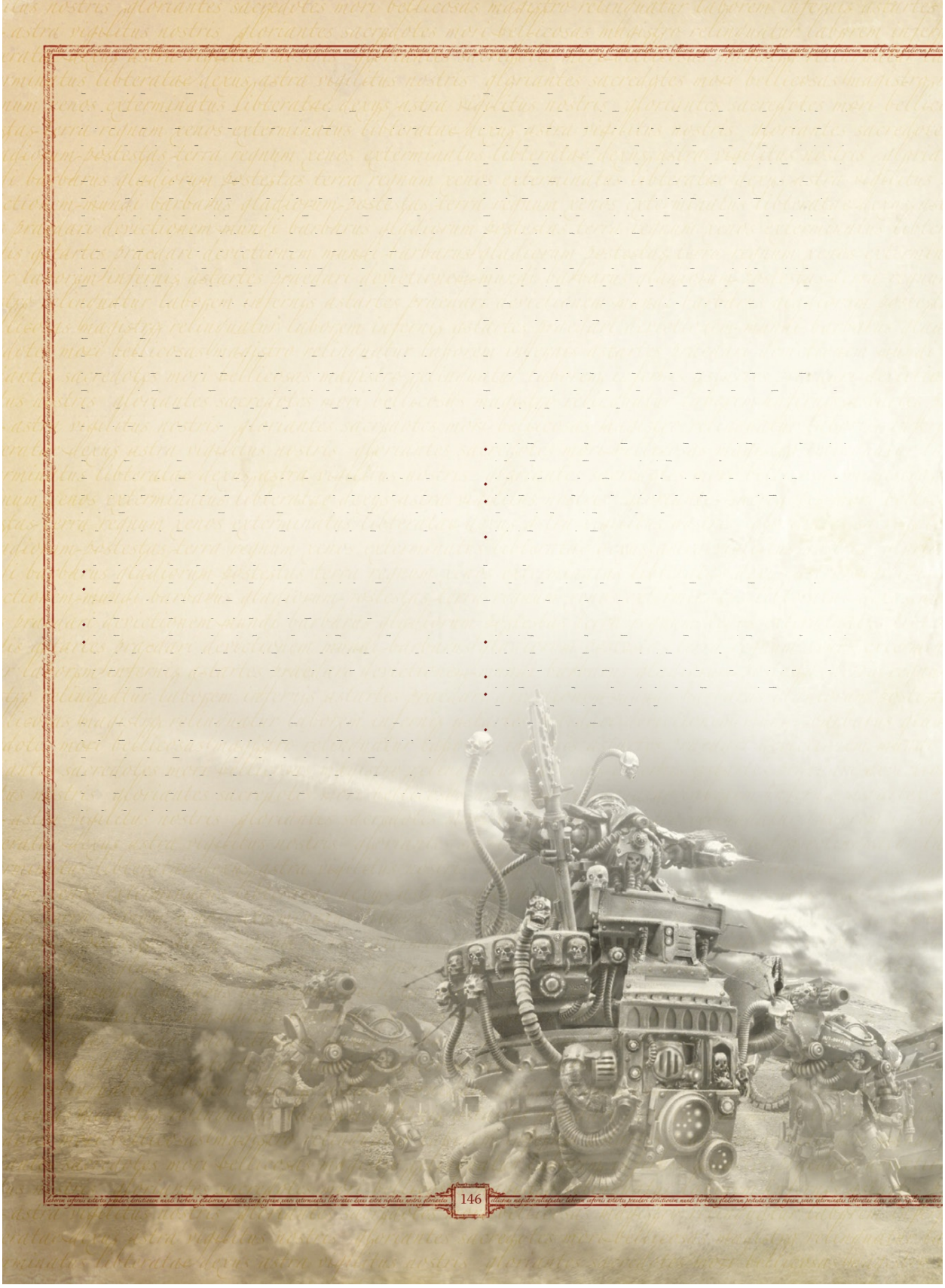

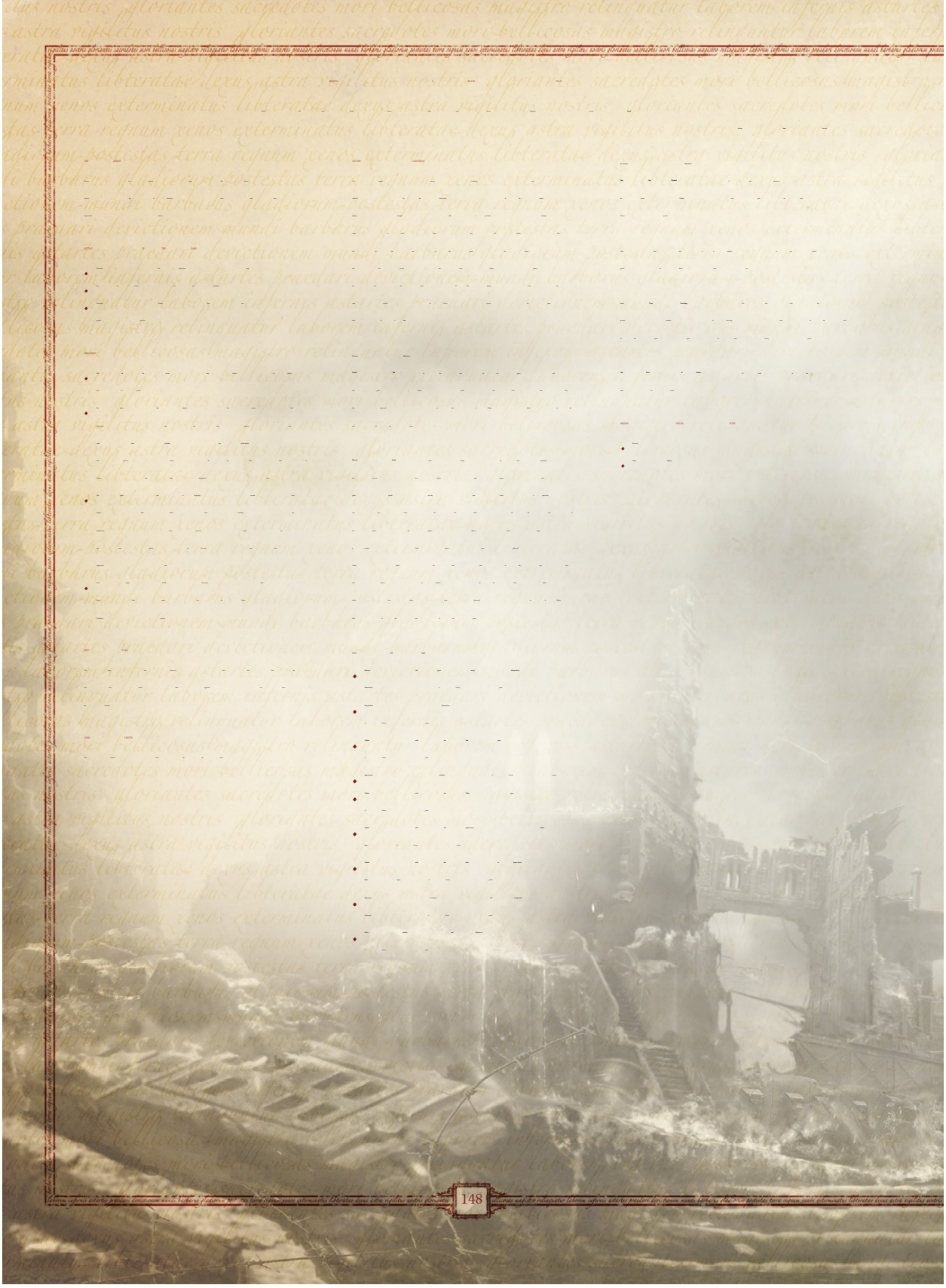

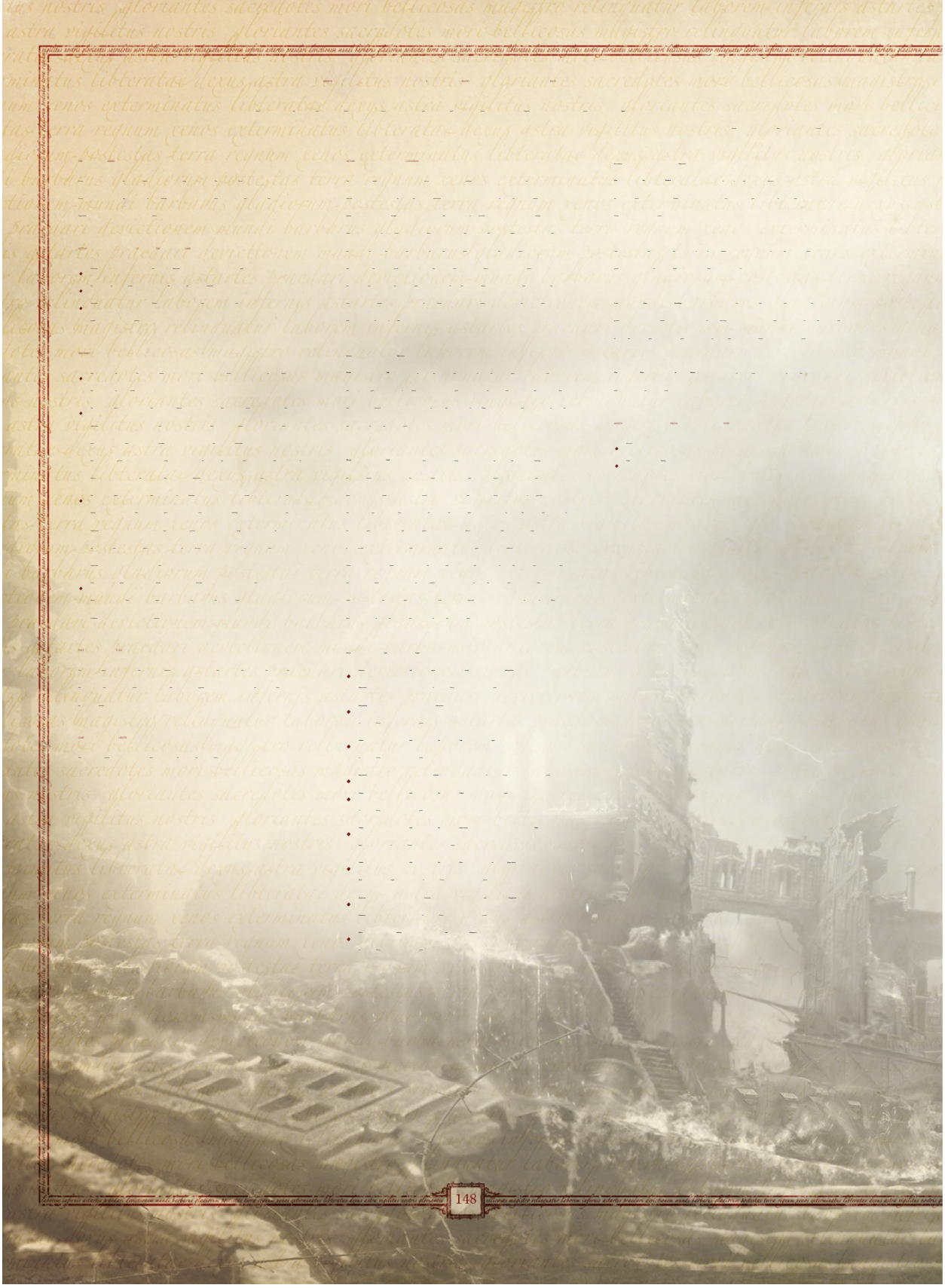

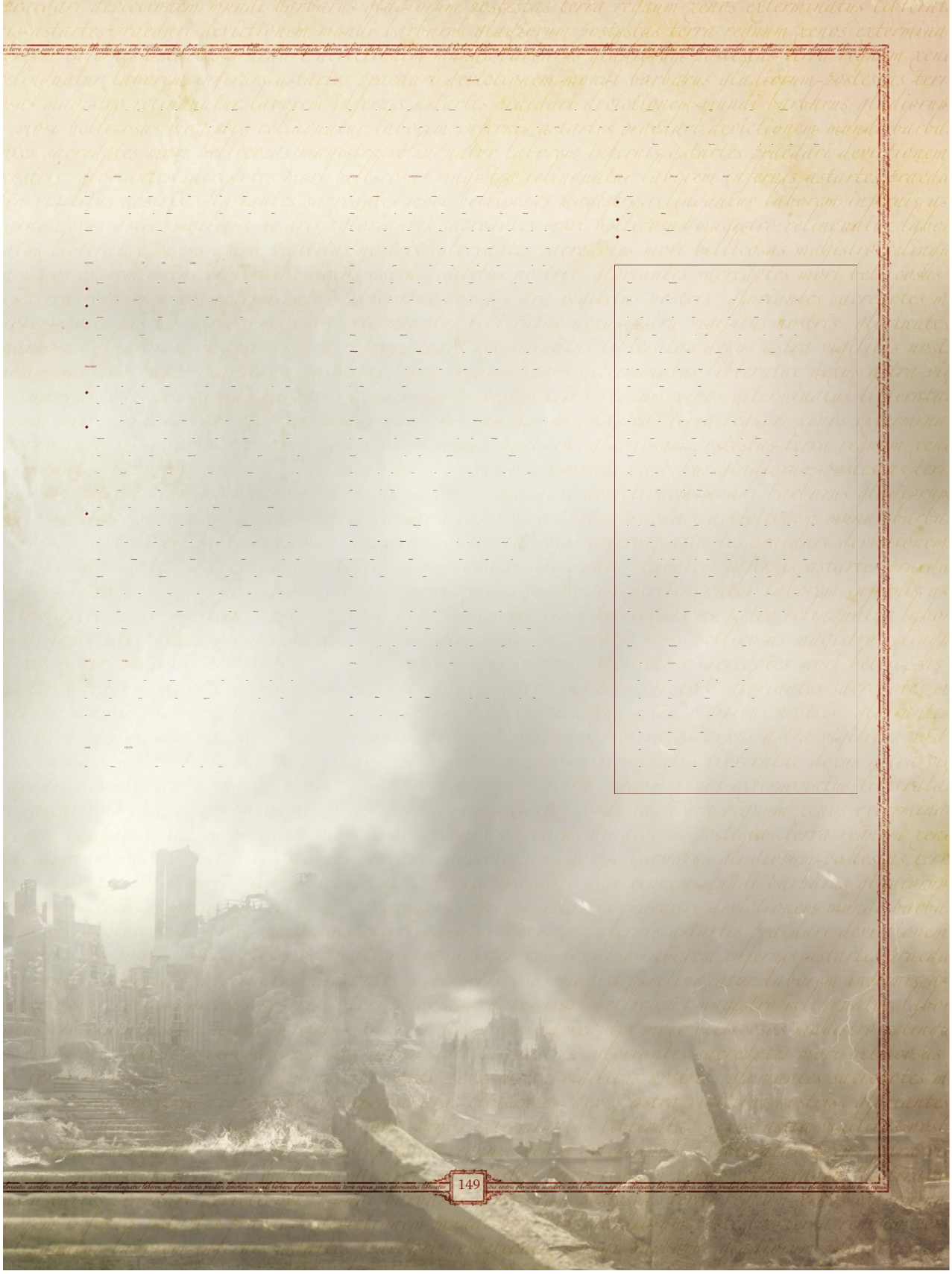

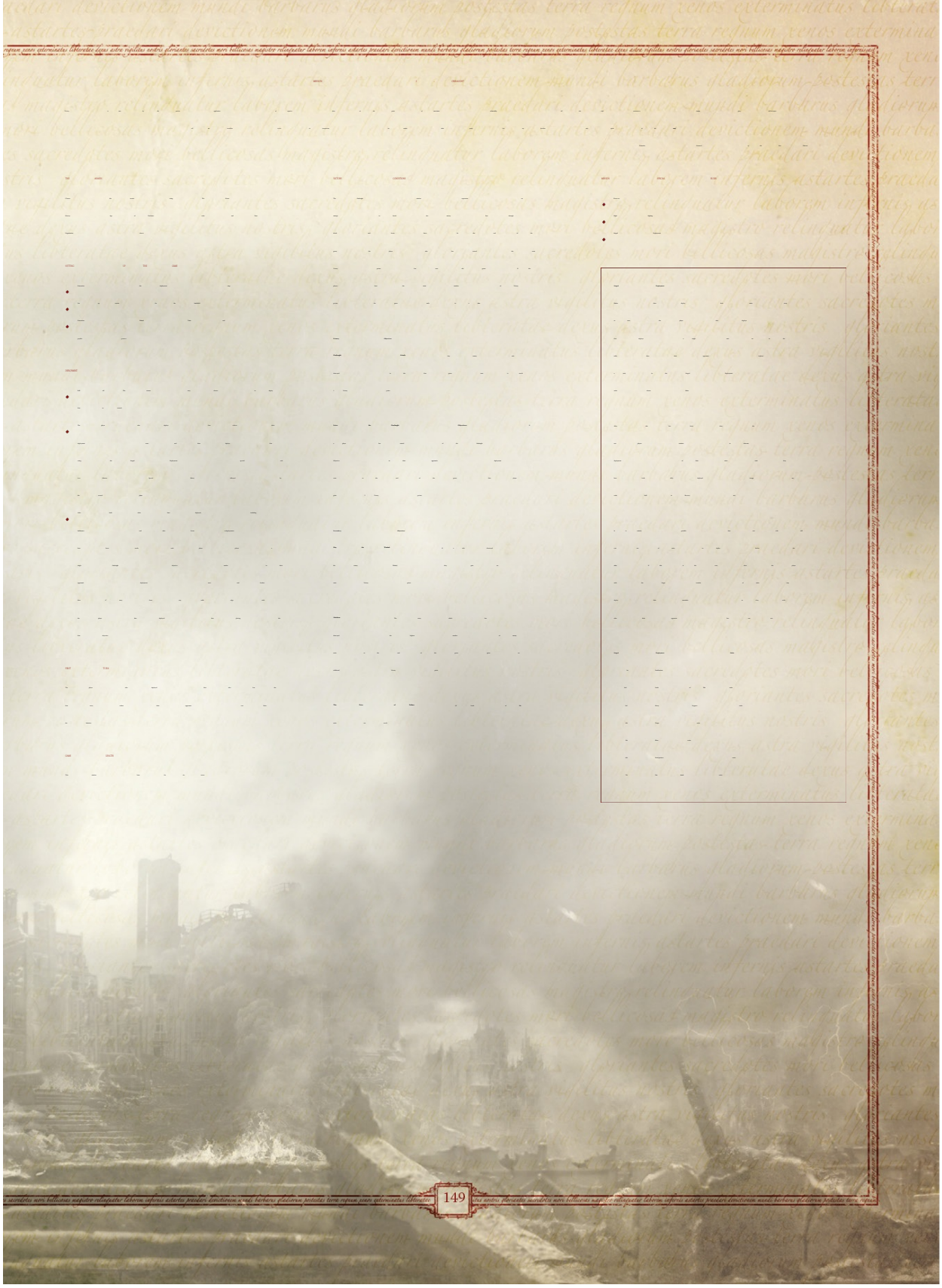

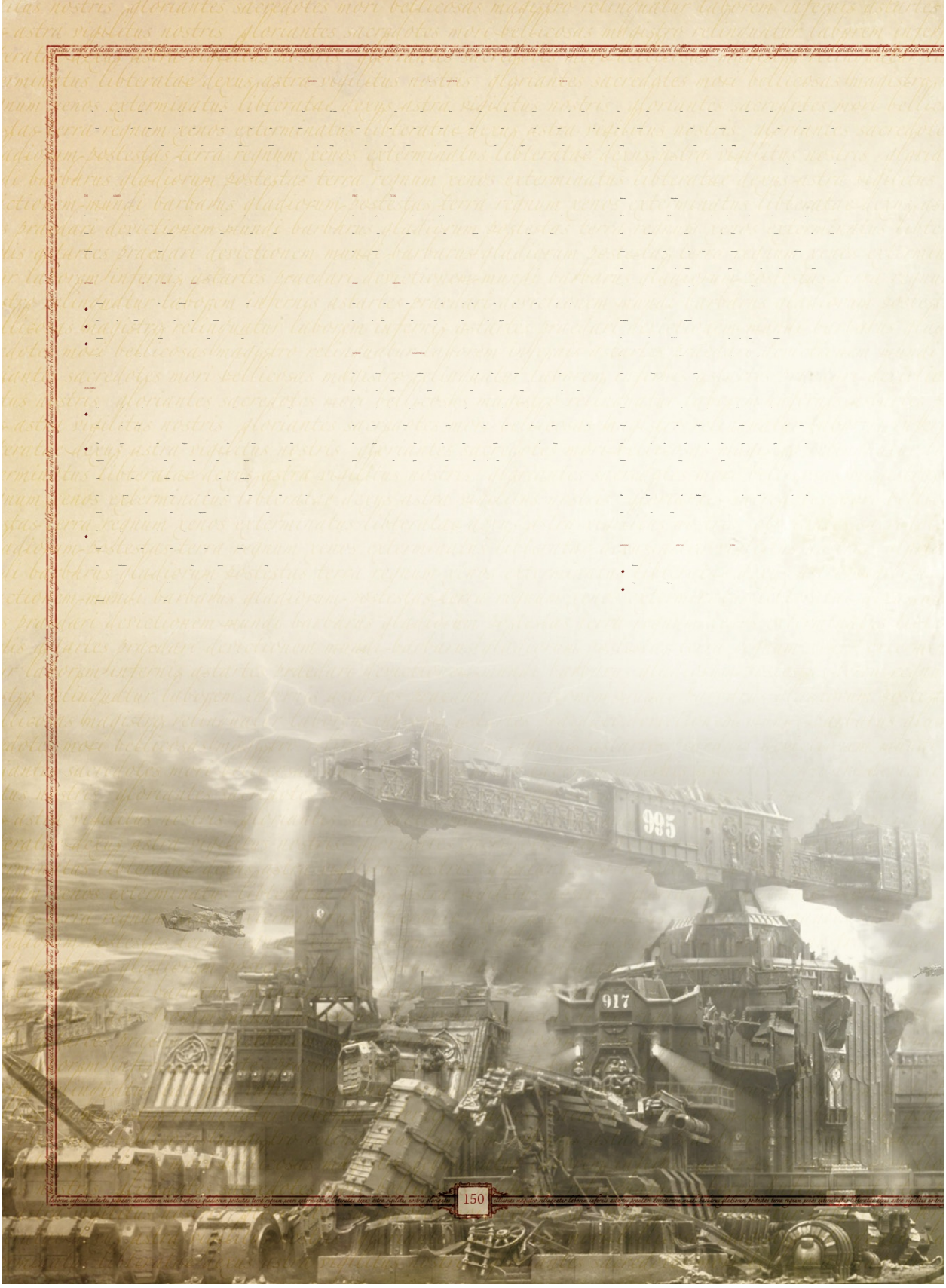
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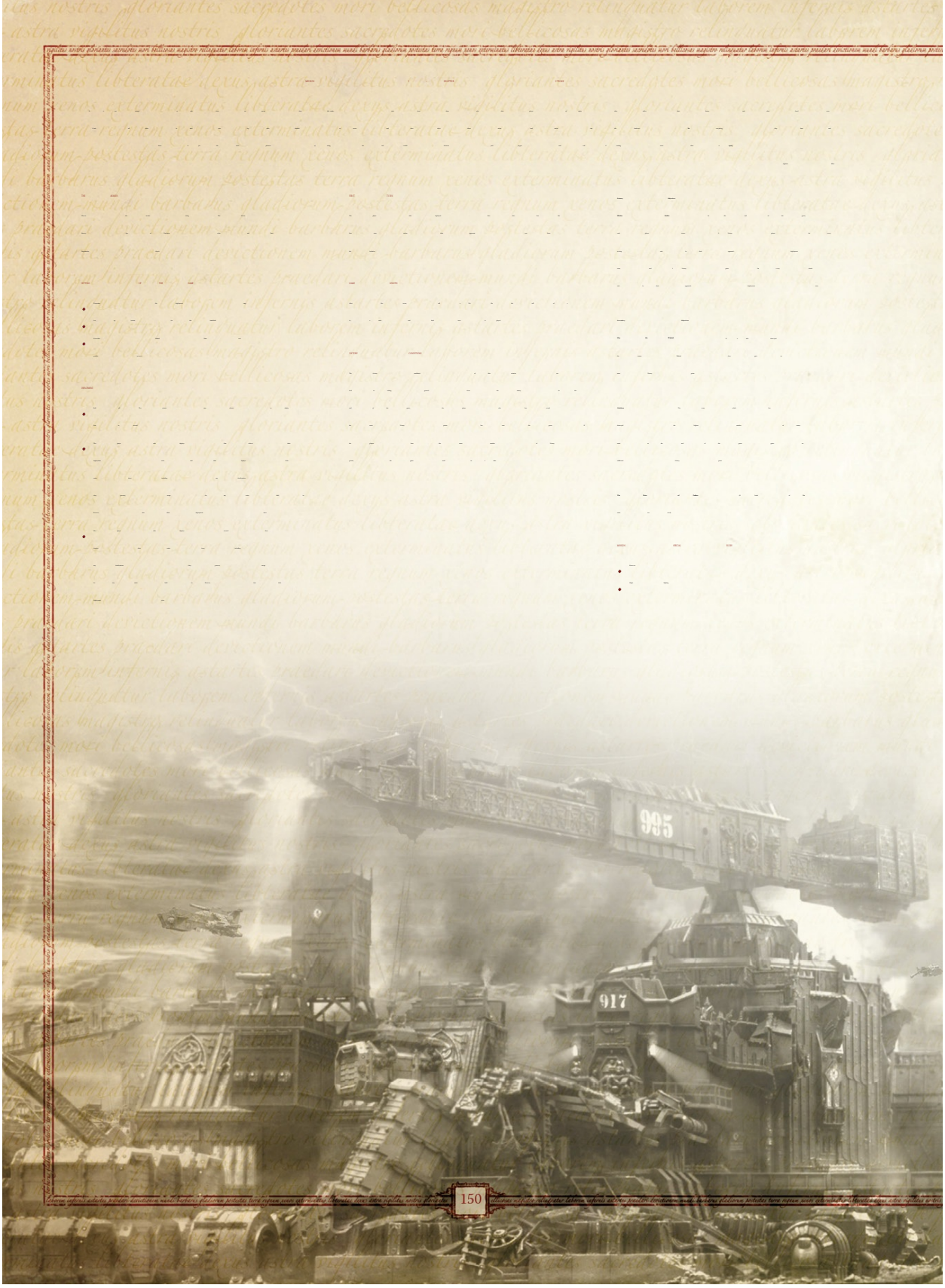
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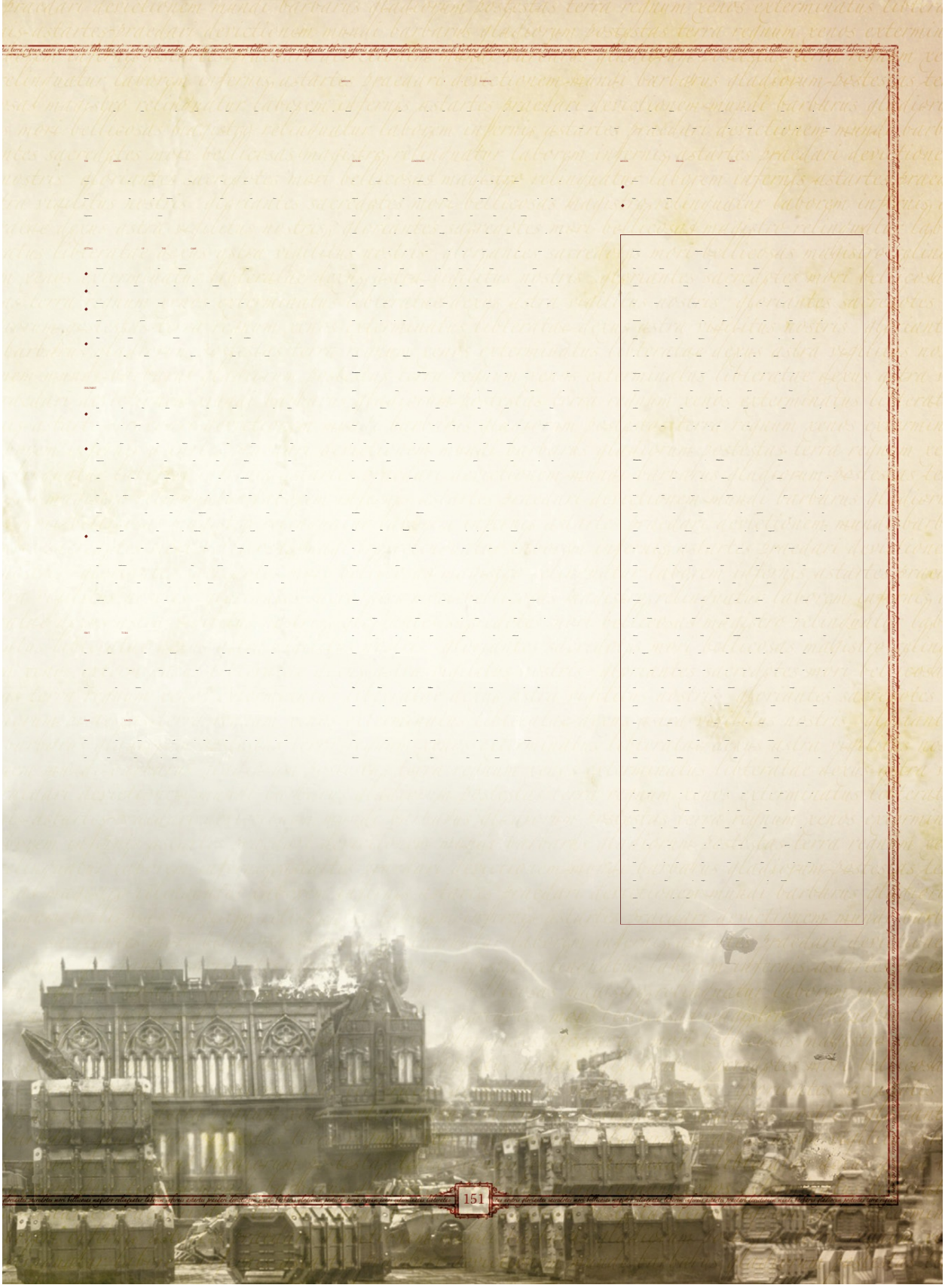

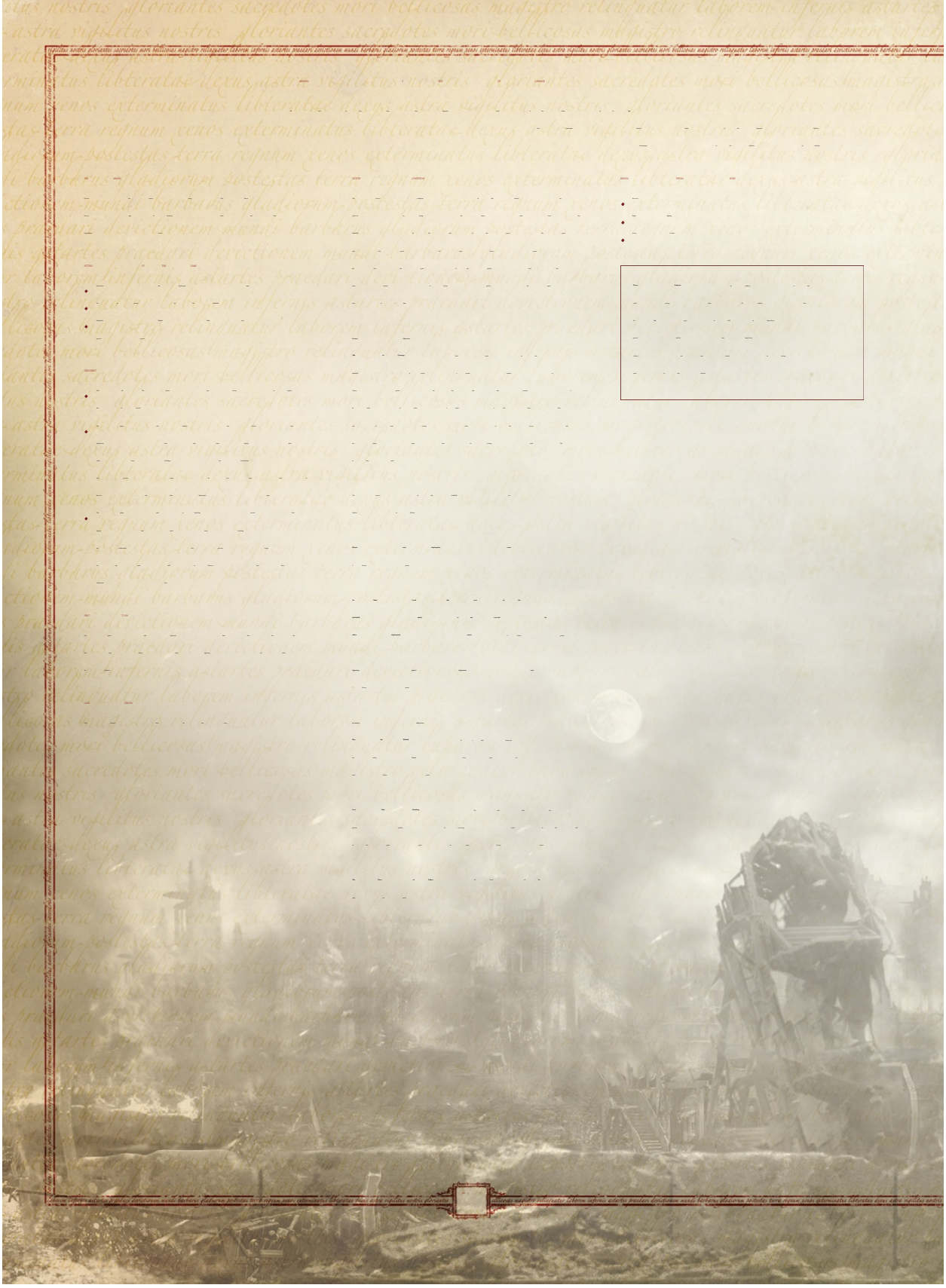

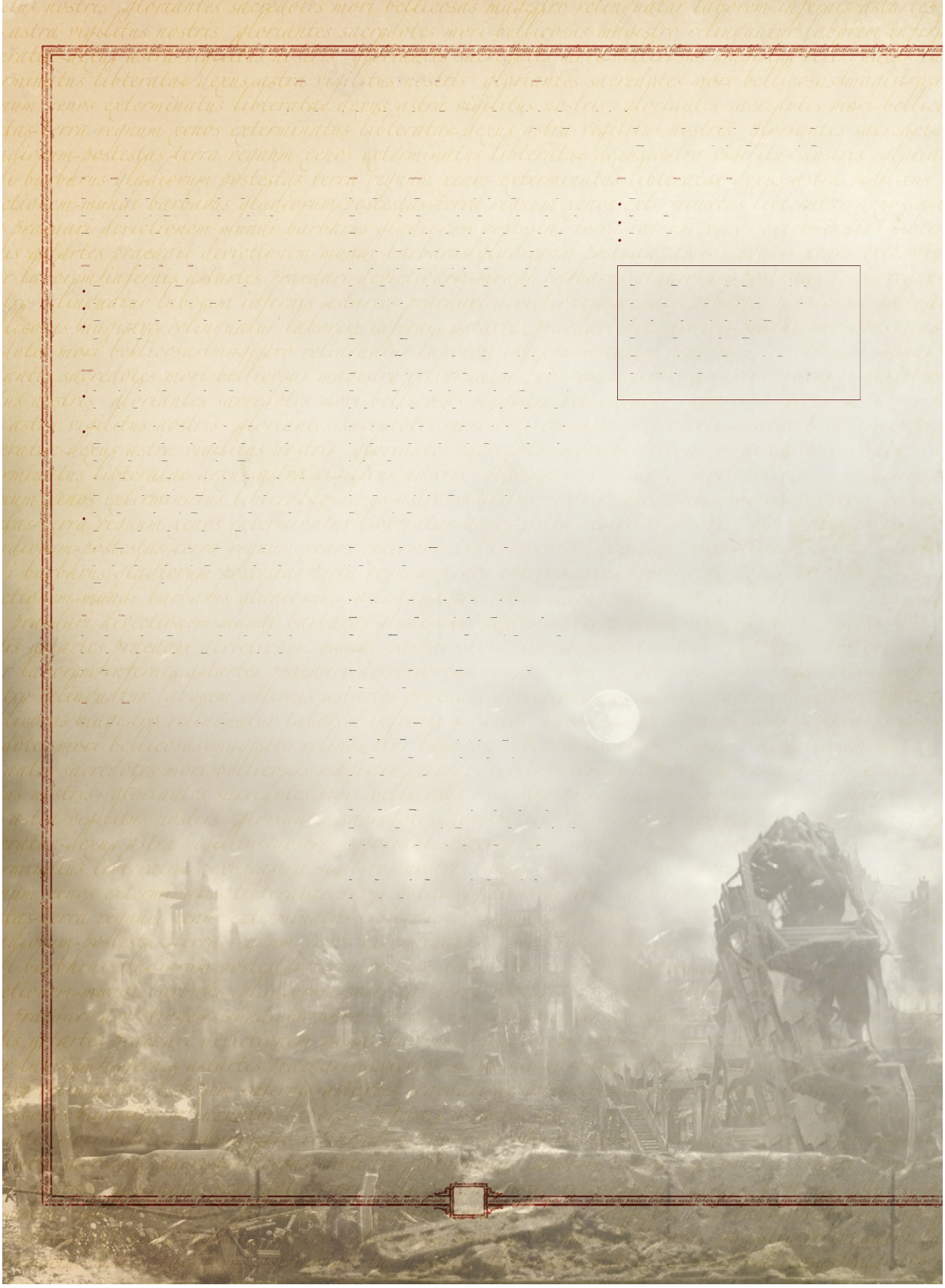

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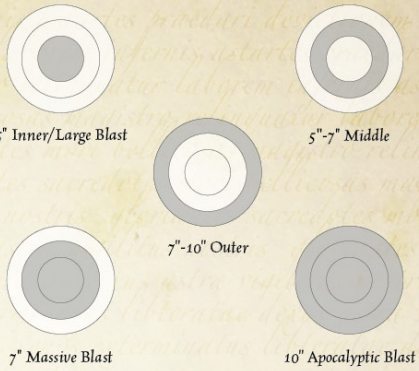
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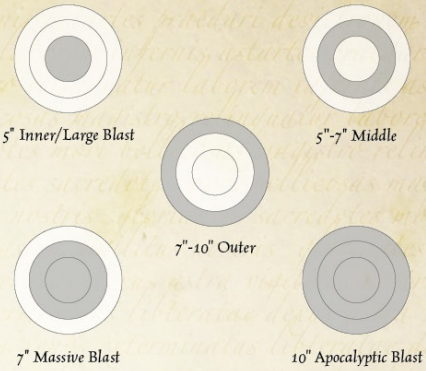
5"-7" Middle
7"-10" Outer
7" Massive Blast
10" Apocalyptic Blast

3"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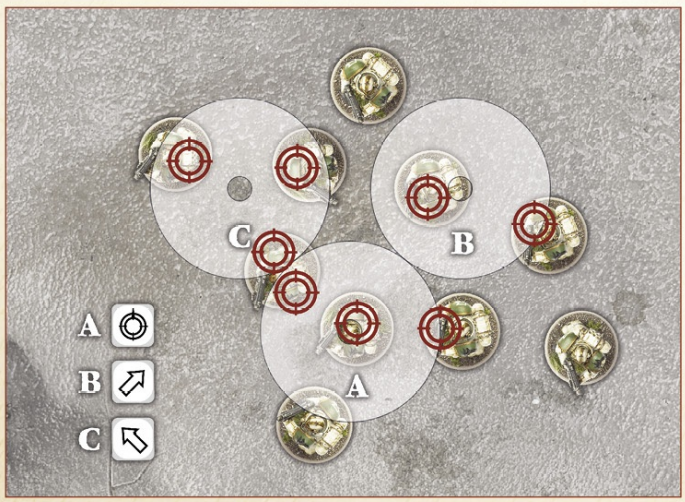
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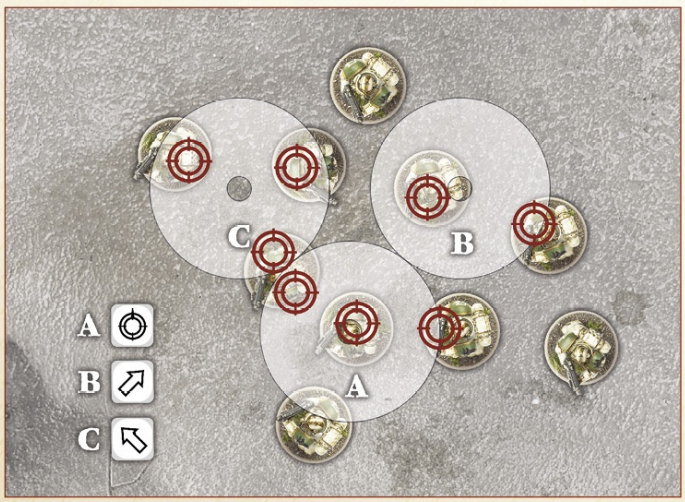
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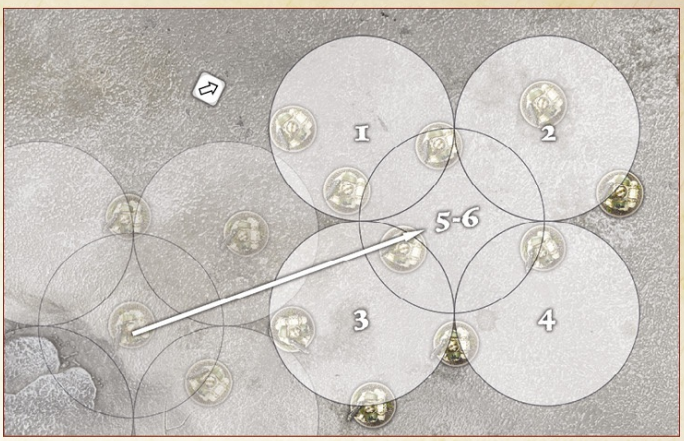
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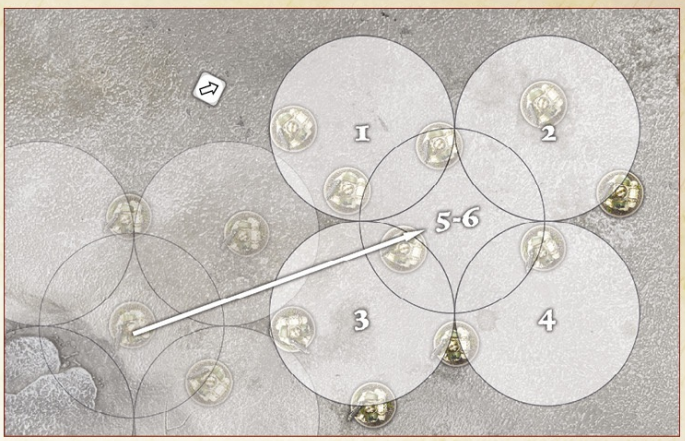
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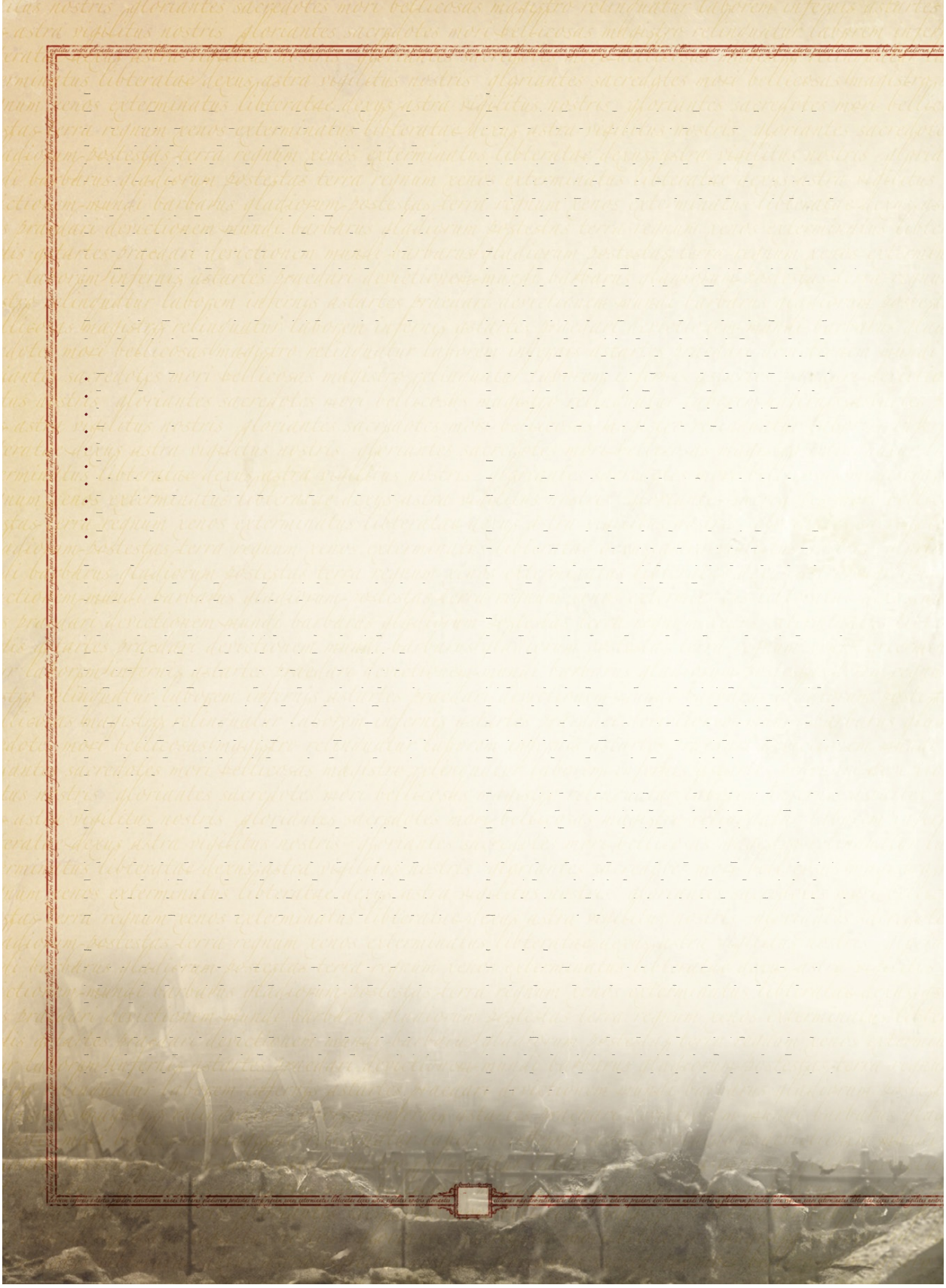

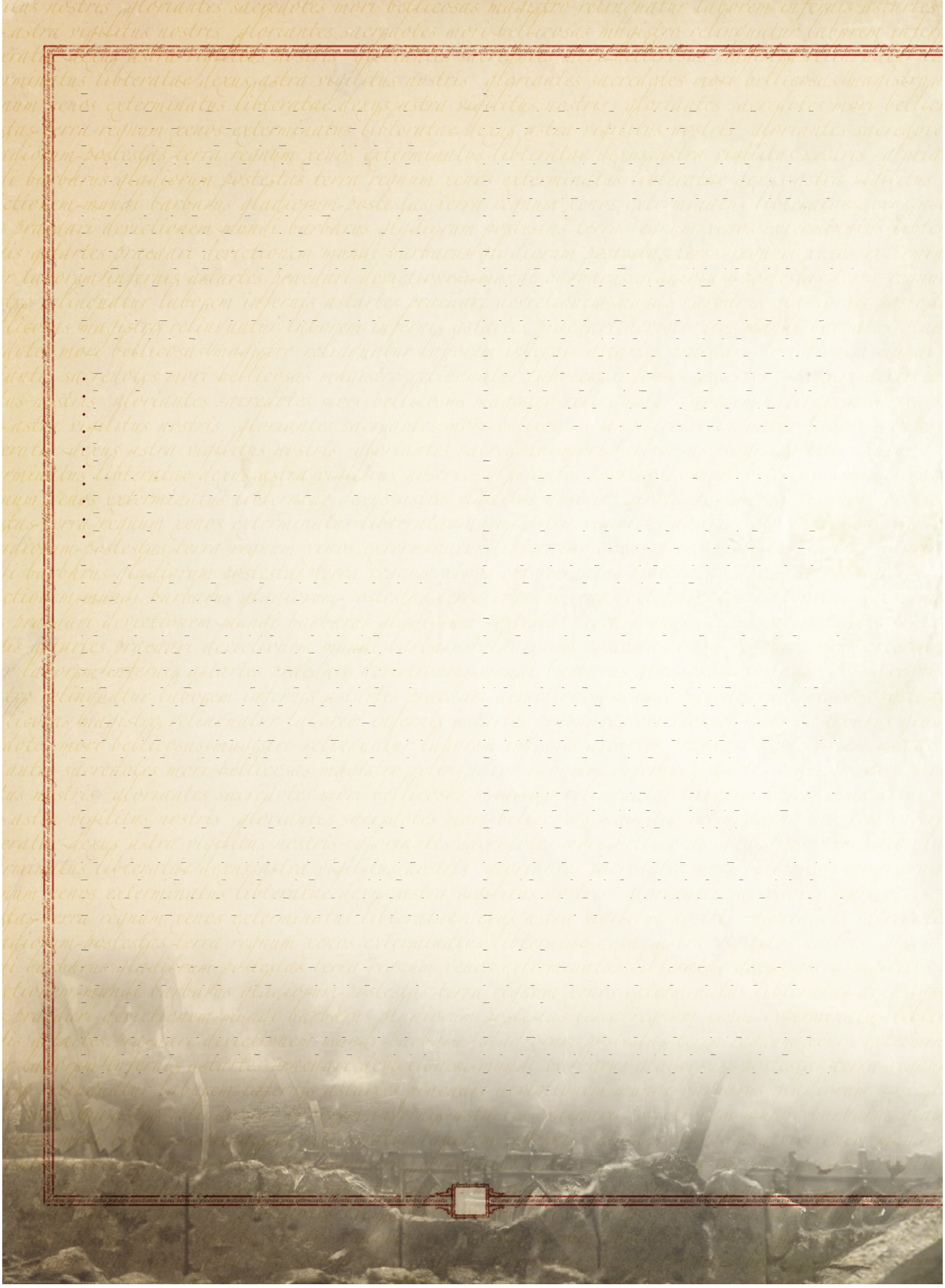

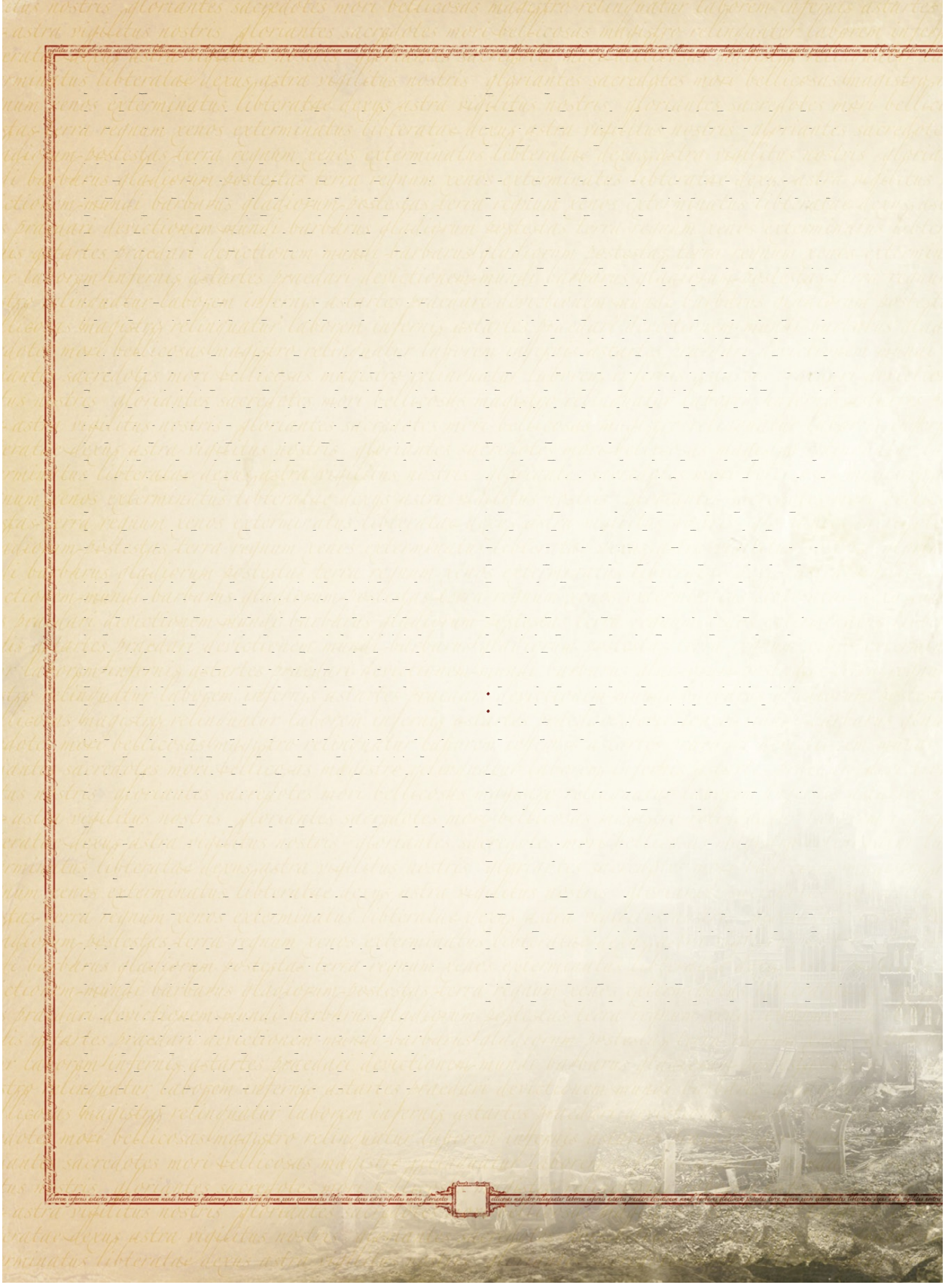

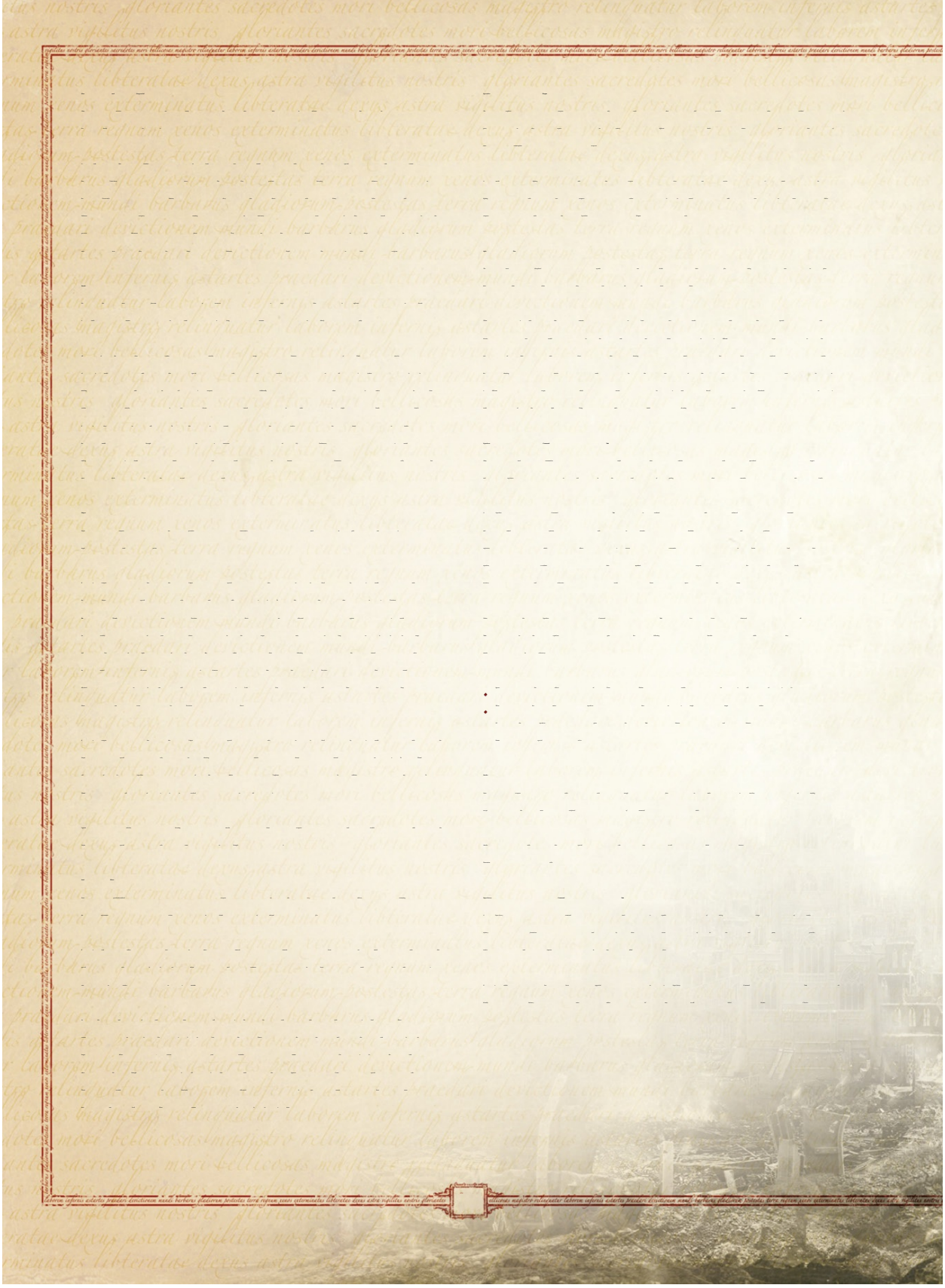

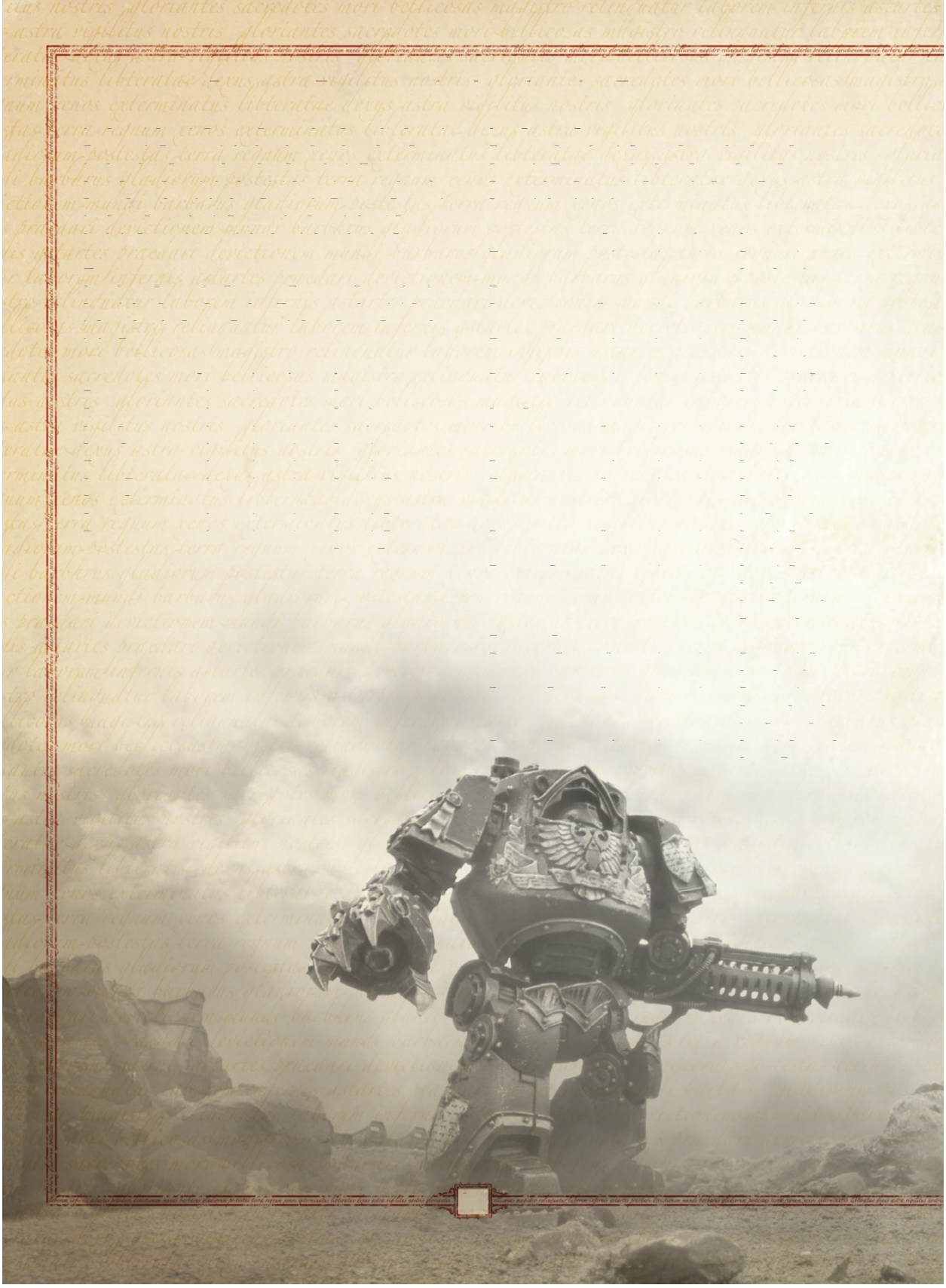

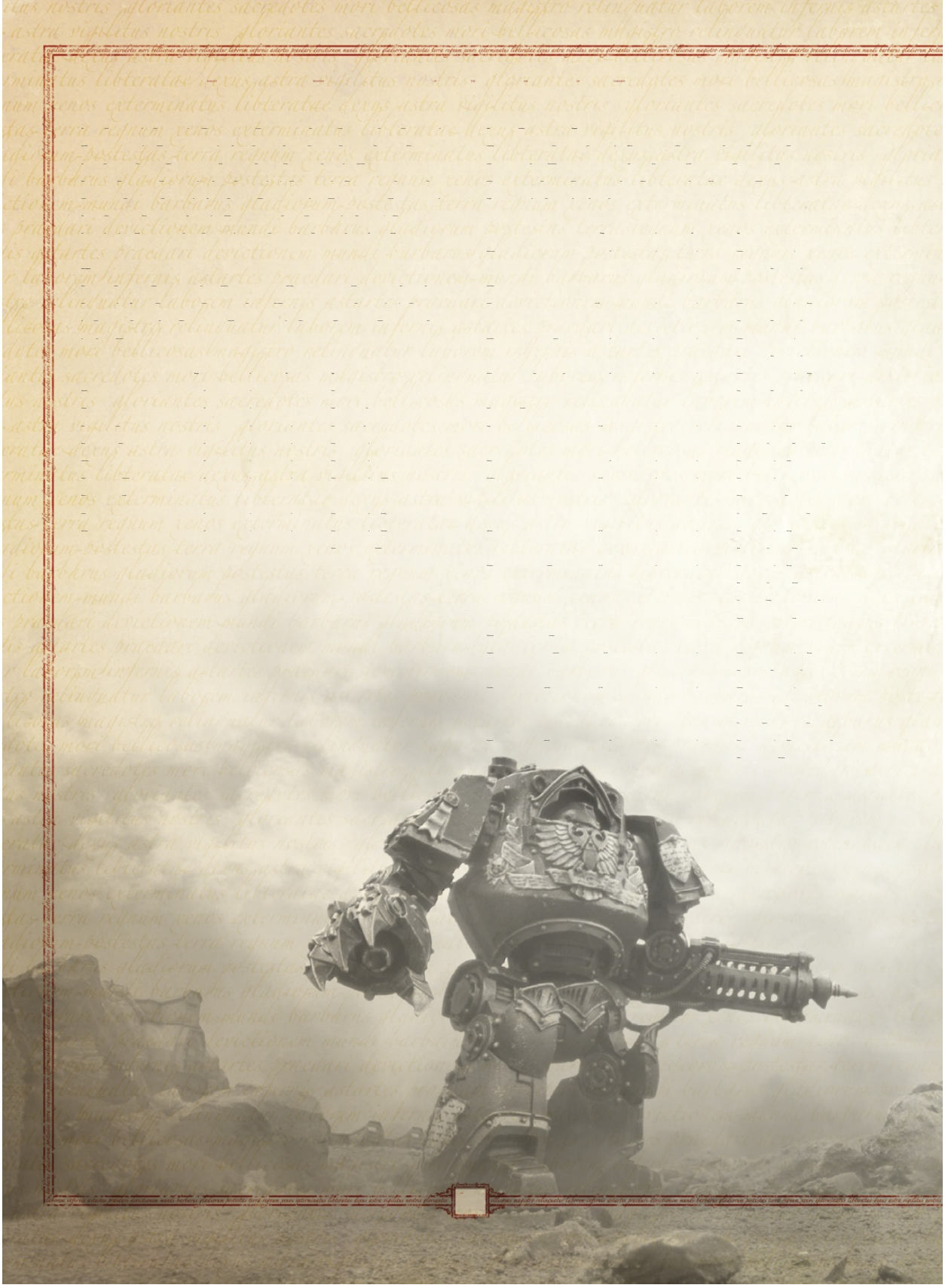

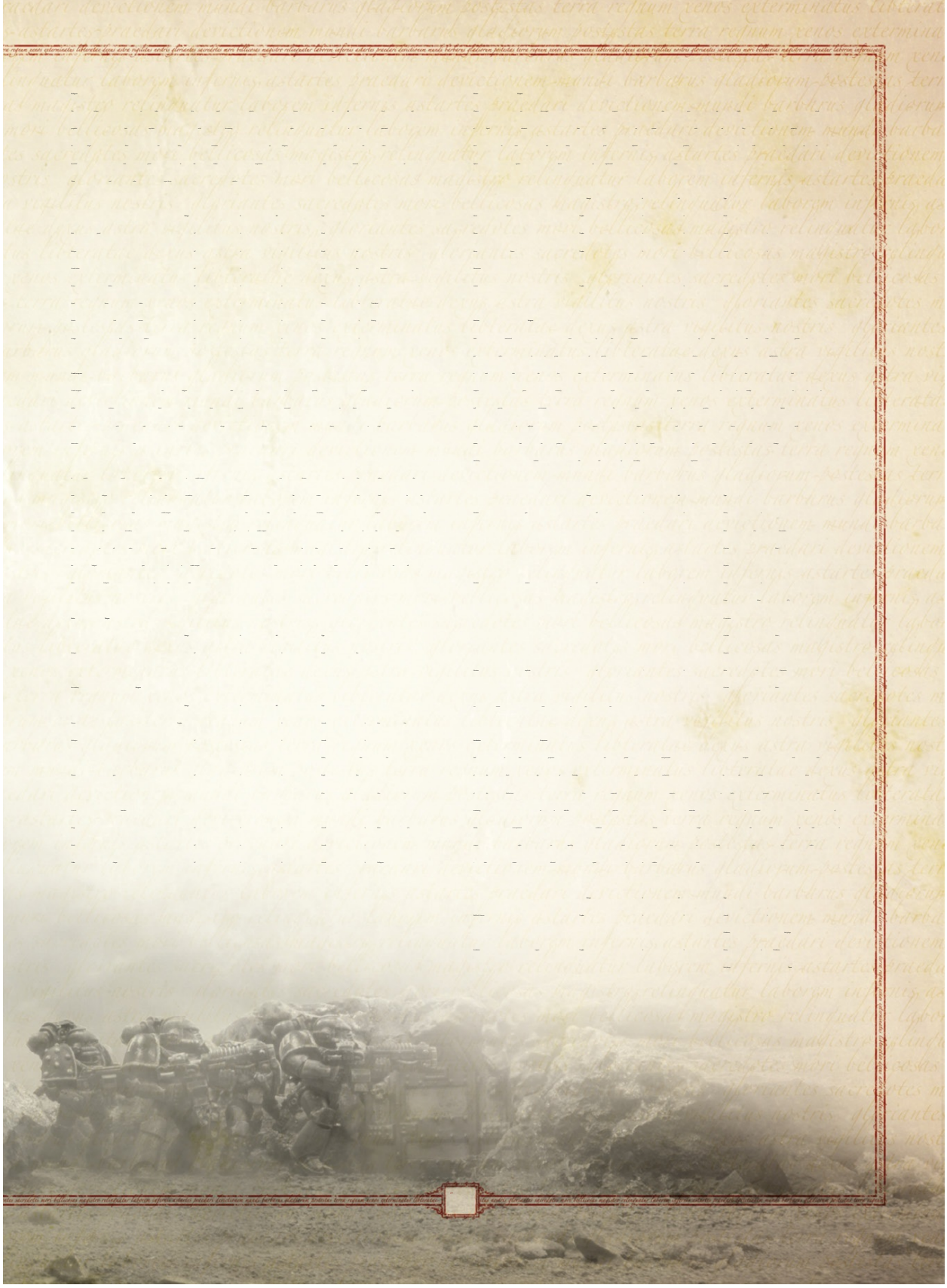

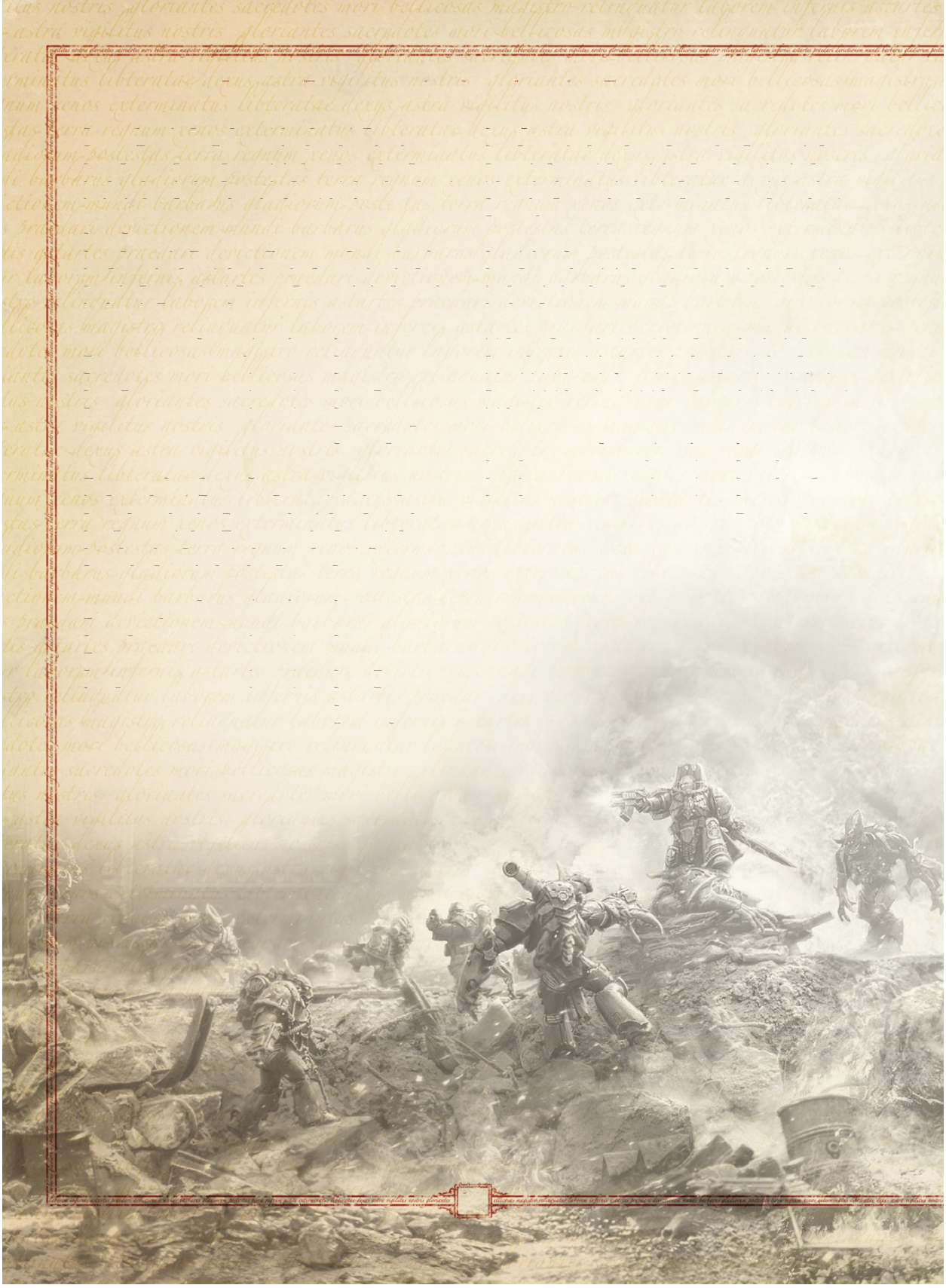

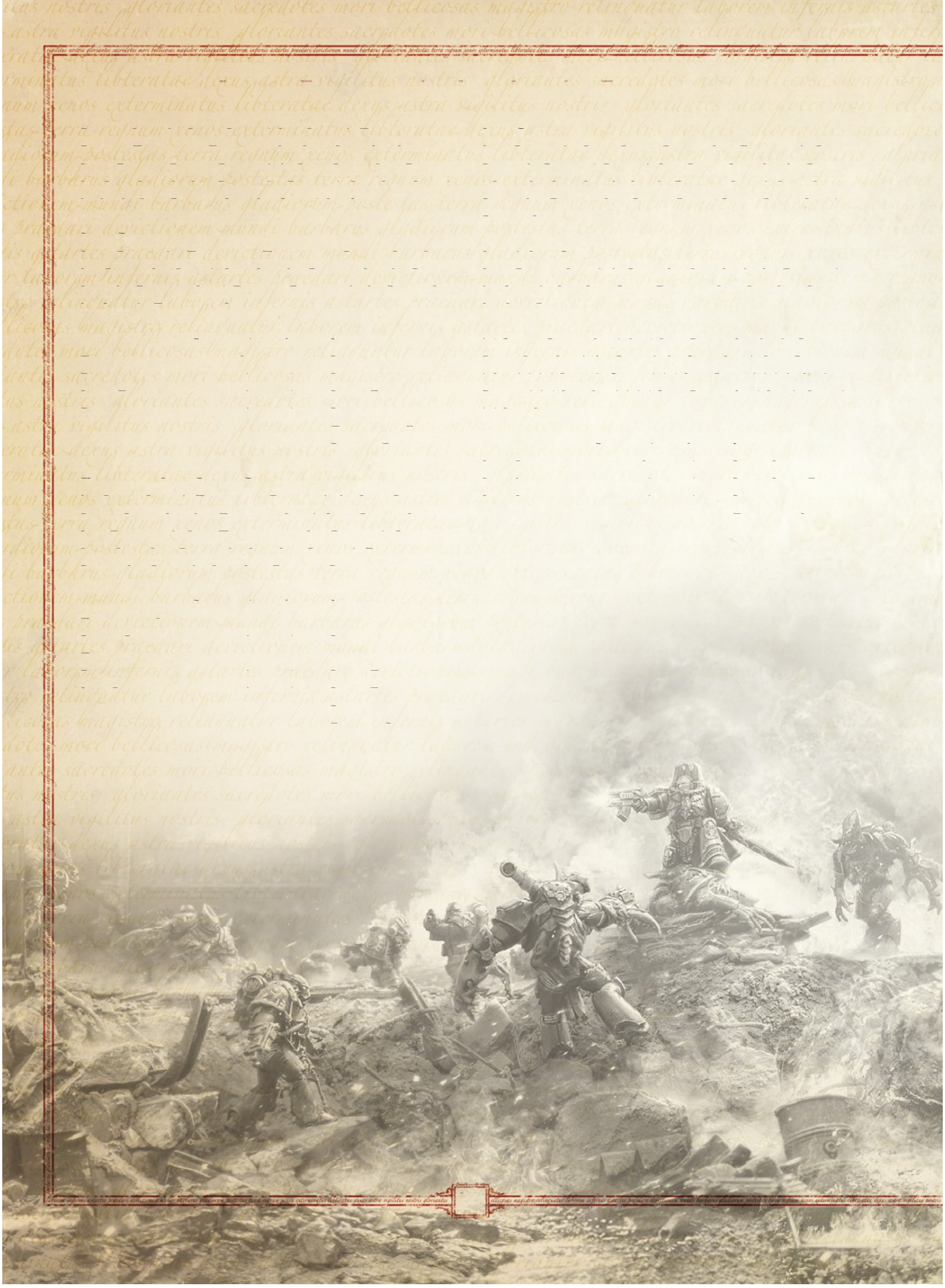

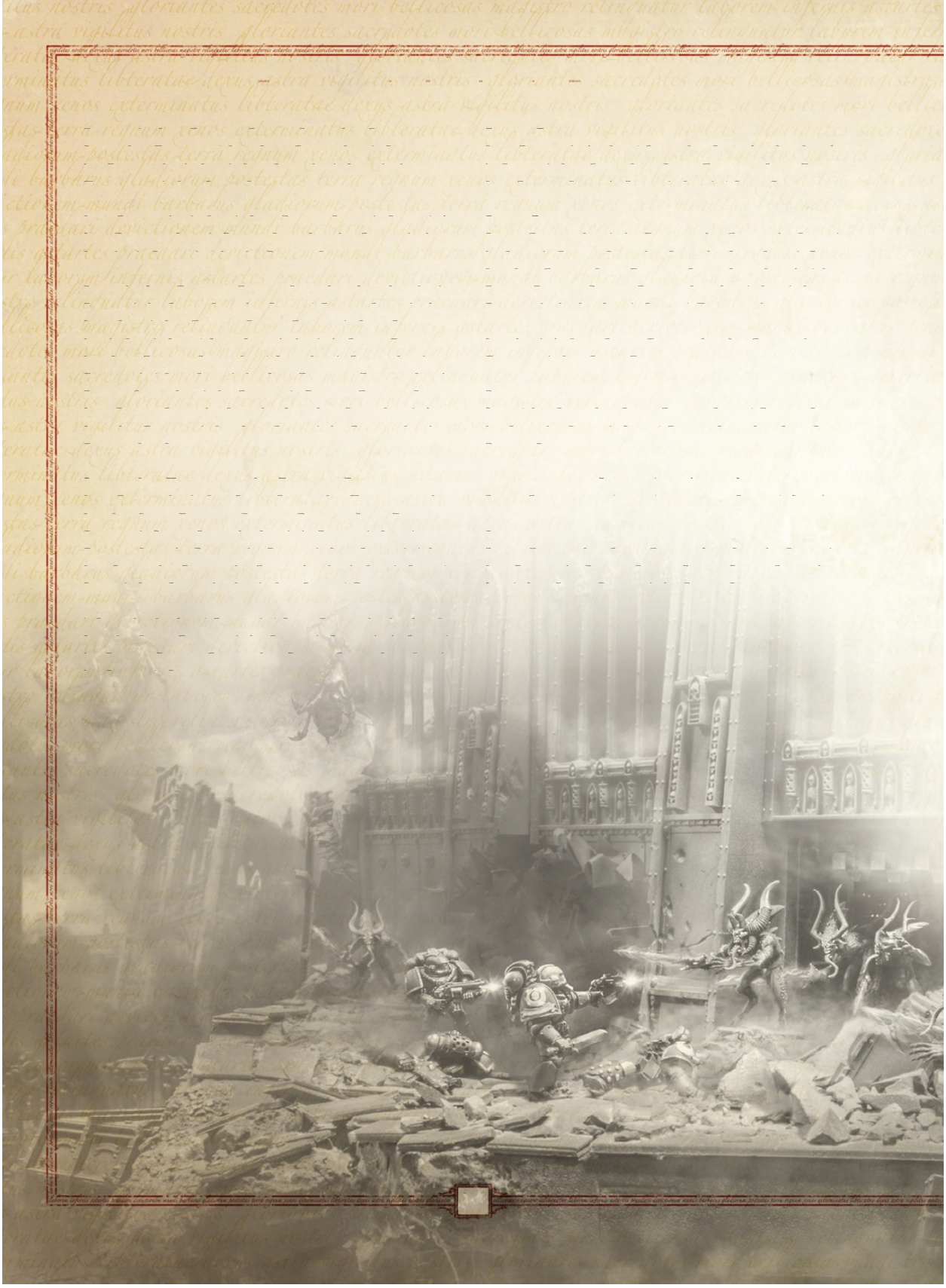

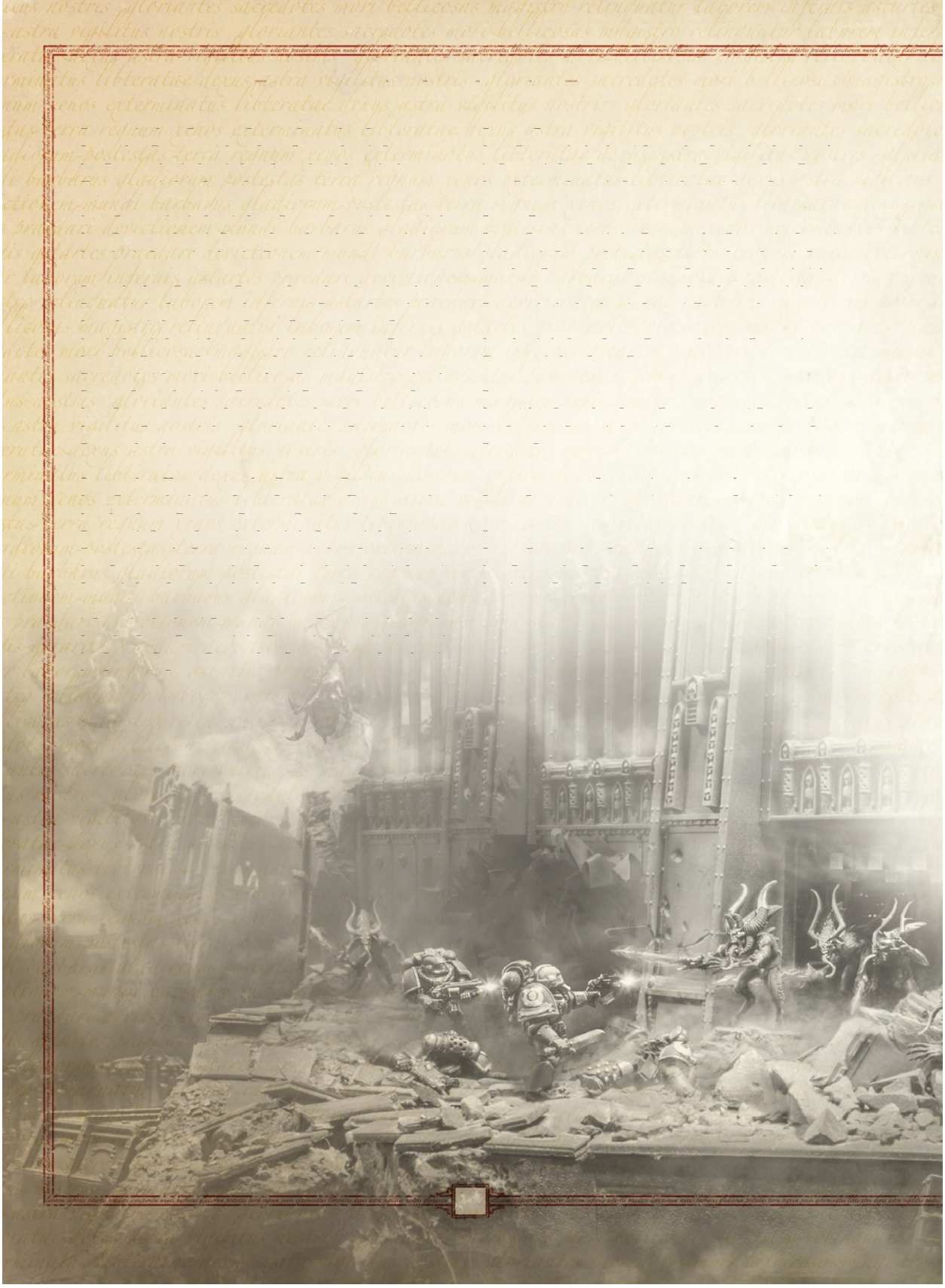

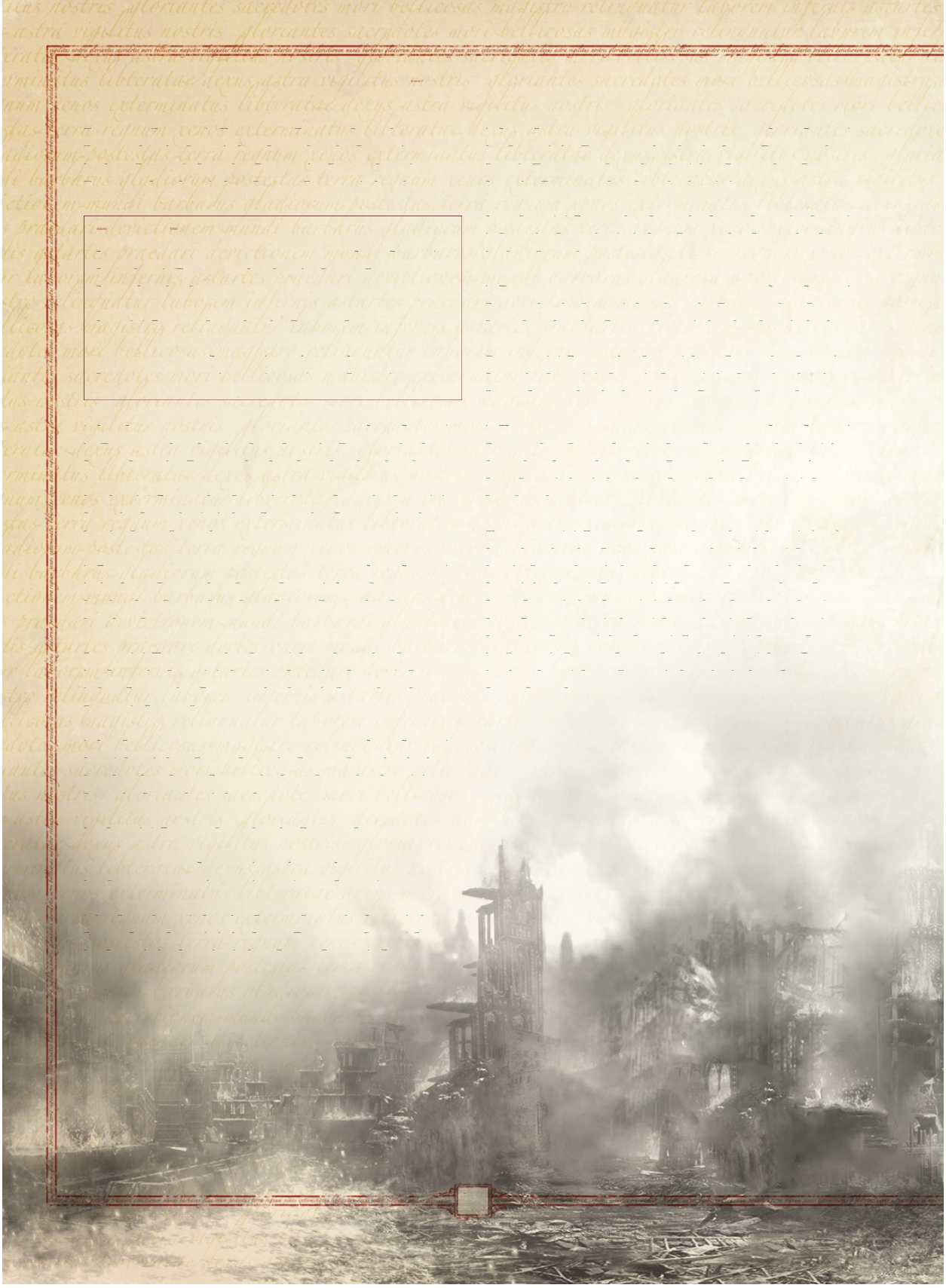

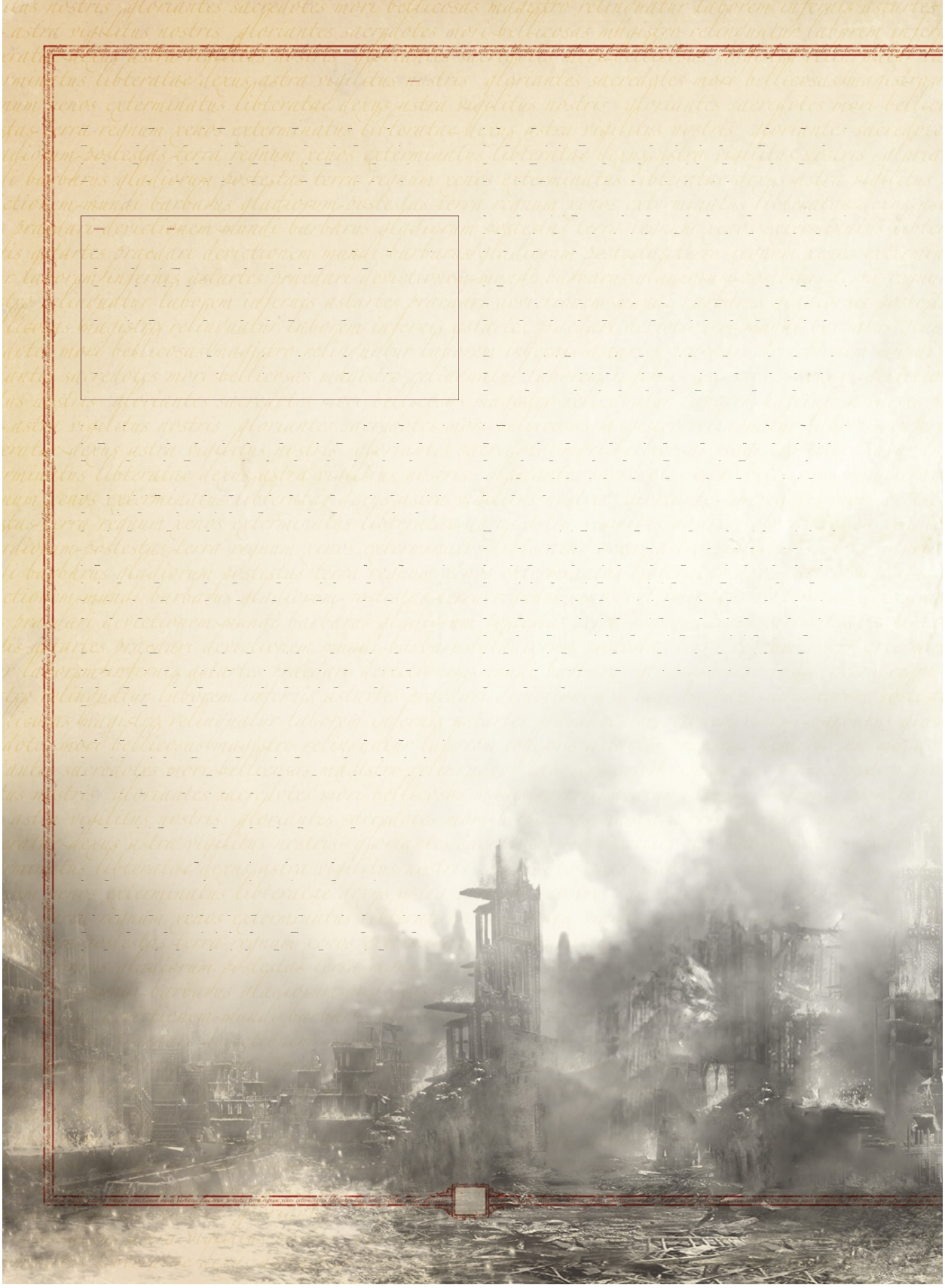

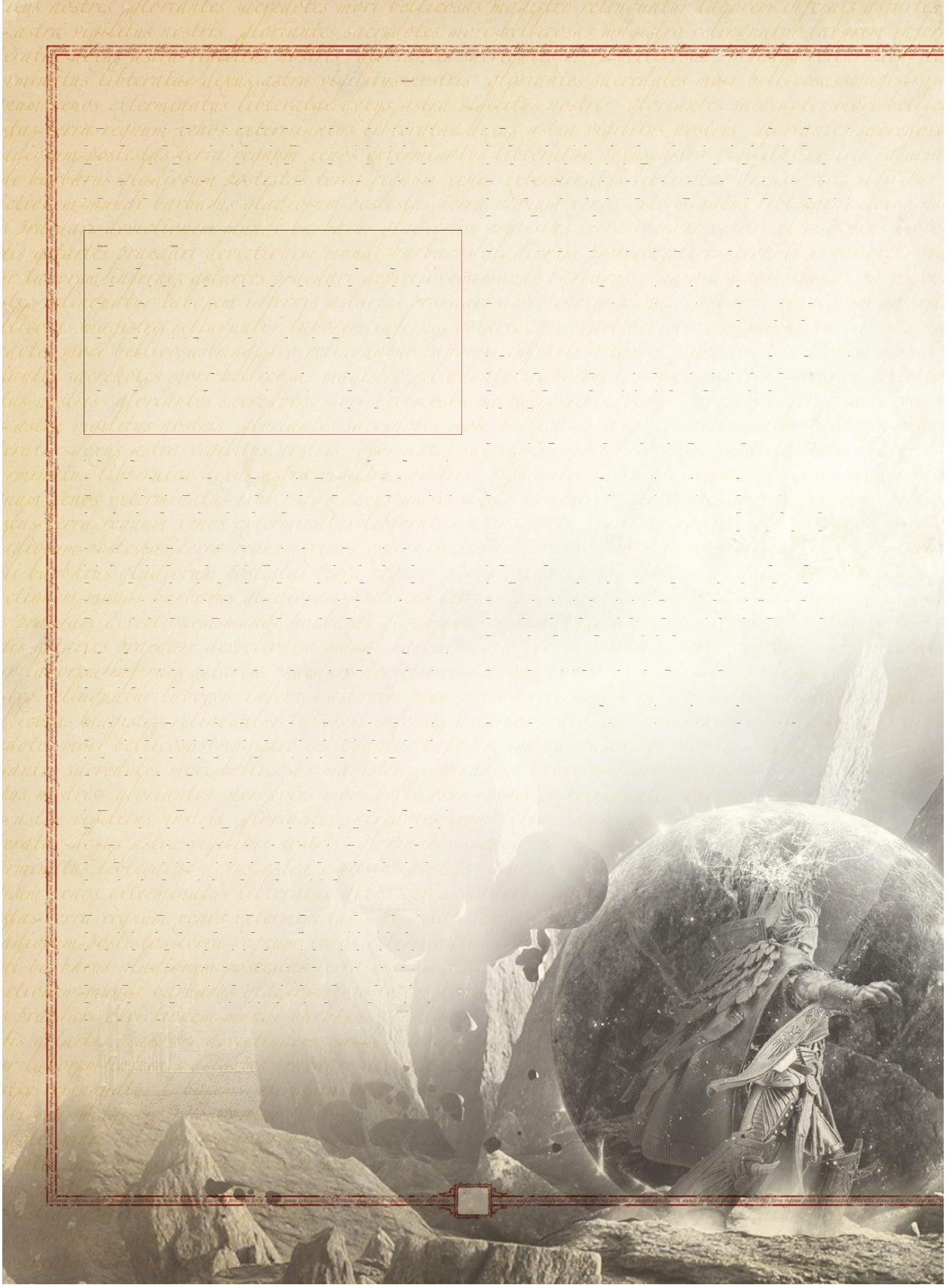

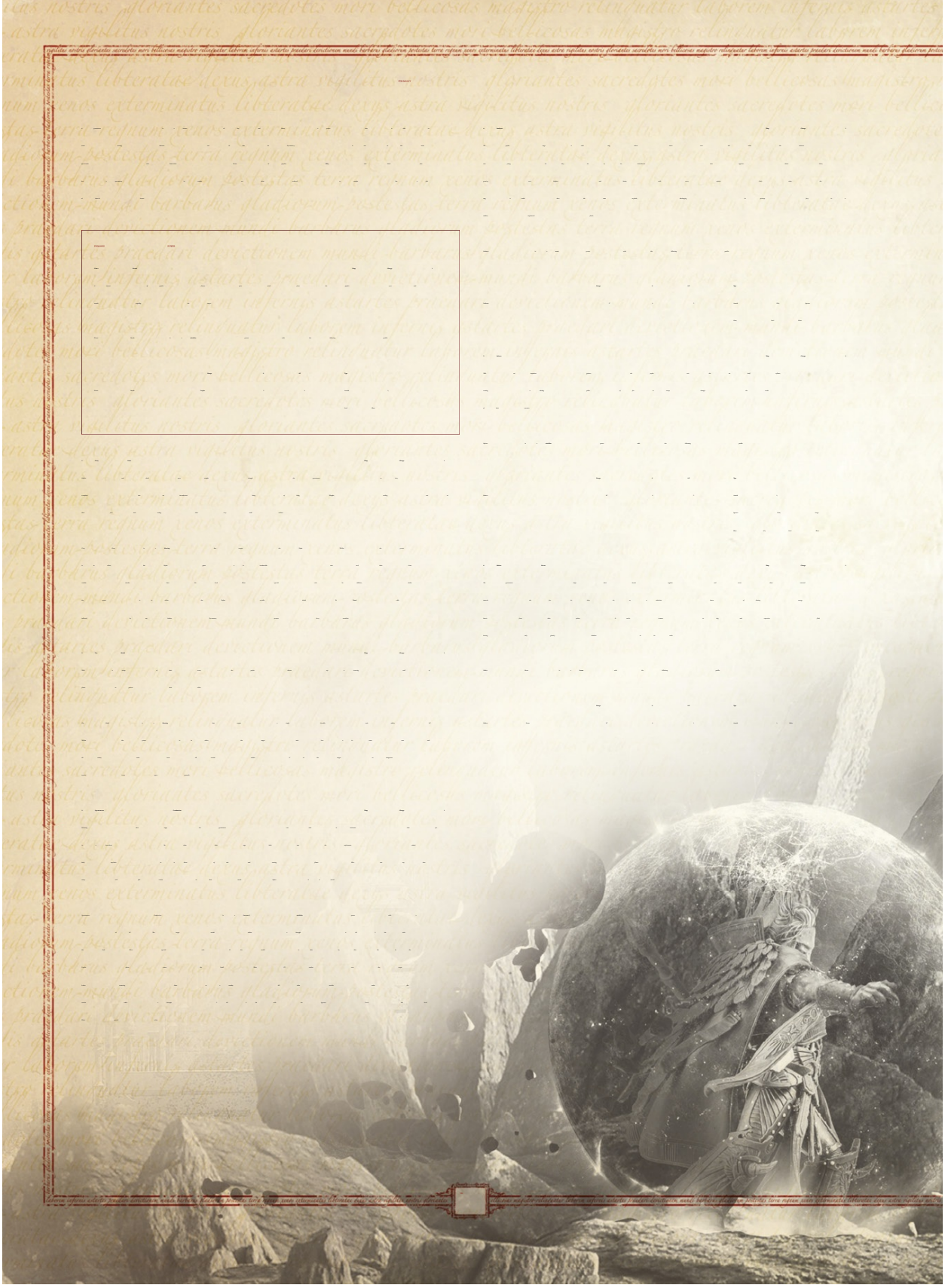

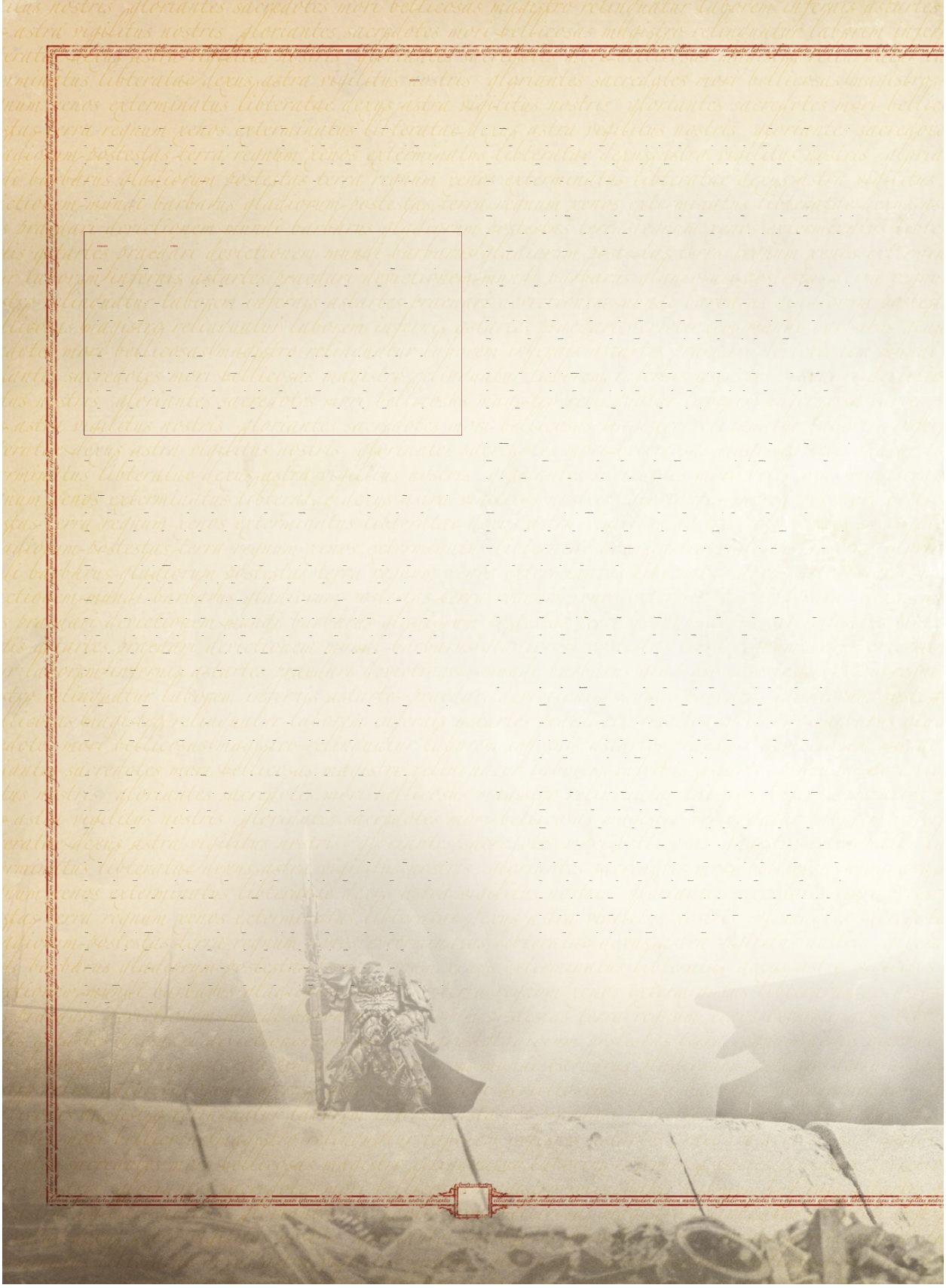

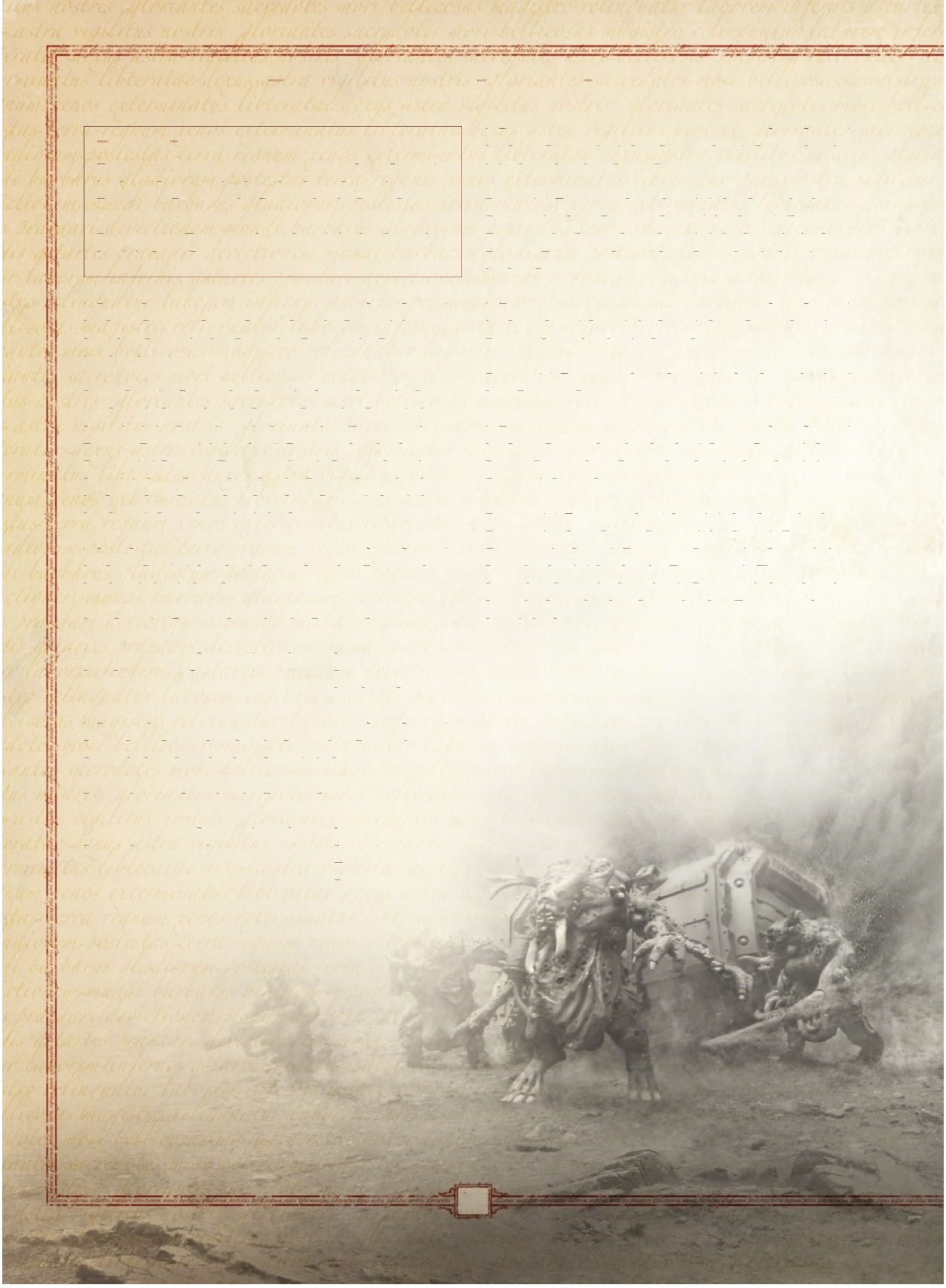

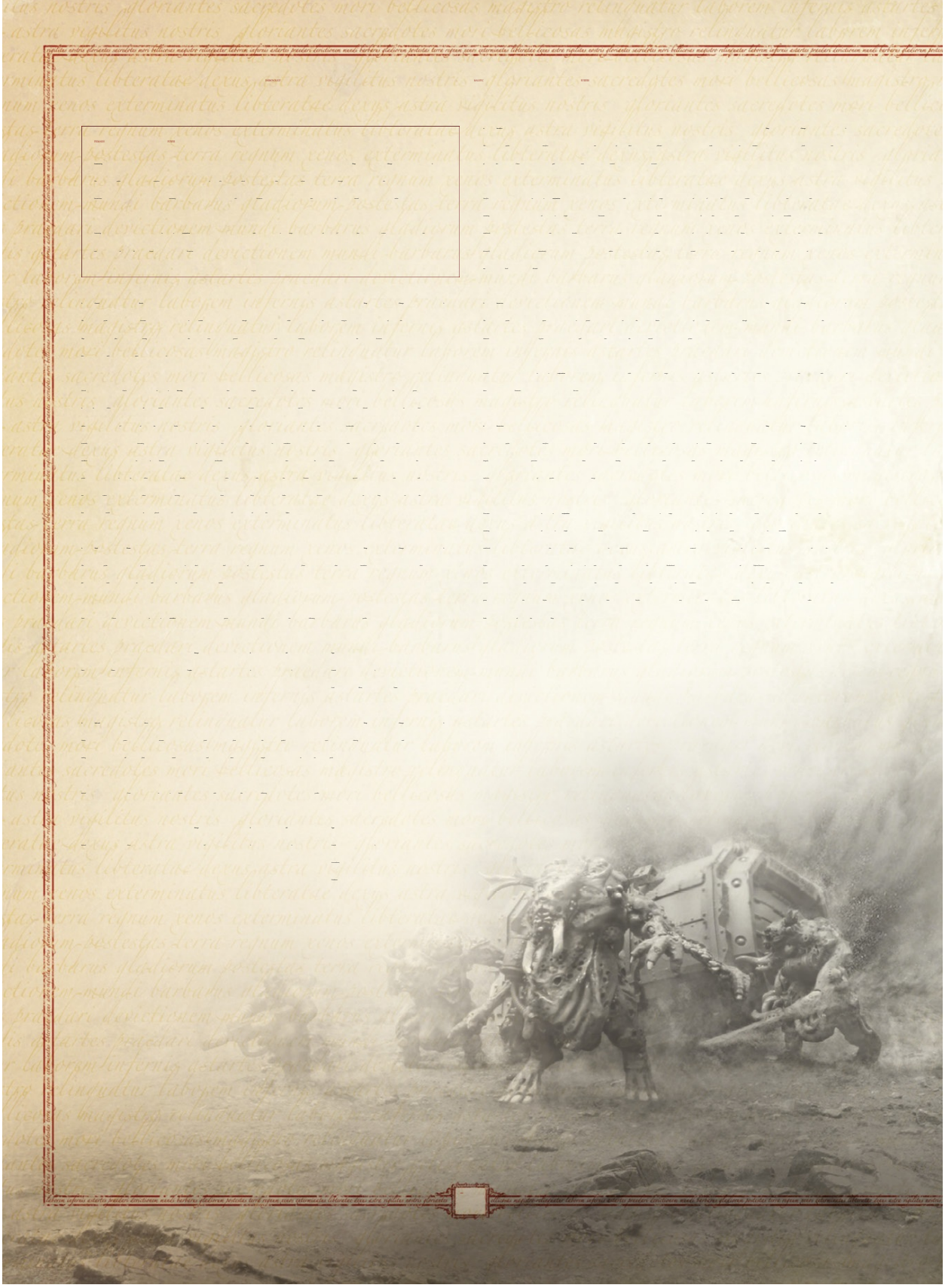

REFERENCE

TURN SUMMARY

1. **The Start of your Turn.** Resolve any rule described as happening at the start of your turn.

2. **Movement Phase.** Here you move any of your units that are capable of doing so. See the Movement rules on page 23 for more details of how to do this.

3. **Psychic Phase.** In the Psychic phase, models known as Psykers can use strange mental powers, and other Warp born effects may manifest. See the Psychic rules on page 26 for more details of how to do this.

4. **Shooting Phase.** In this phase you shoot with any of your units that are capable of doing so. See the Shooting rules on page 36 for more details on how to resolve this.

5. **Assault Phase.** During the Assault phase, units may move into combat against enemy units in the Charge sub-phase and trade blows with them in the Fight sub-phase. All units in close combat fight; this is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting close combat can be found in the Assault rules on page 46.

6. **The End of your Turn.** Resolve any rule described as happening at the end of your turn.

UNIT/VEHICLE TYPE	RUN, BOOST OR FLAT OUT?	TURBO-	MAXIMUM DISTANCE	PAGE
Infantry, Artillery, Jump units, Jet Pack units, Monstrous Creatures, Beasts, Cavalry	Run		D6"	var
Flying Monstrous Creatures (Swooping)	Run		2D6"	[illegible]
Walkers	Run		D6"	[illegible]
Bikes	Turbo-boost		12"	[illegible]
Jetbikes	Turbo-boost		24"	[illegible]
Heavy	n/a		n/a	[illegible]
Fast	Flat Out		12"	[illegible]
Fast Skimmers	Flat Out		18"	[illegible]
Flyers (Zoom Mode)	Flat Out		24" (minimum 12")	[illegible]
All other vehicles	Flat Out		6"	[illegible]

UNIT TYPE	MOVE DISTANCE	EFFECT OF DIFFICULT TERRAIN	FALL BACK DISTANCE	PAGE
Infantry	0" - 6"	Roll 2D6 and pick the highest	2D6"	[illegible]
Jump units (using their jump packs)	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	3D6"	[illegible]
Jump units (not using their jump packs)	As per their standard unit type	As per their standard unit type	3D6"	[illegible]
Beasts	0" - 12"	No effect	3D6"	[illegible]
Cavalry	0" - 12"	Counts as dangerous terrain	3D6"	[illegible]
Bikes	0" - 12"	Counts as dangerous terrain	3D6"	[illegible]
Jetbikes	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	3D6"	[illegible]
Monstrous Creatures	0" - 6"	Roll 2D6 and pick the highest	2D6"	[illegible]
Artillery	0" - 6"	Roll 2D6 and pick the highest	2D6"	[illegible]
Jet Pack units (using their jet packs)	0" - 6"	Starting or ending in difficult terrain requires a Dangerous Terrain test	3D6"	[illegible]
Jet Pack units (not using their jet packs)	As per their standard unit type	As per their standard unit type	3D6"	[illegible]
Skimmers	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	n/a	[illegible]
Walkers	0" - 6"	Roll 2D6 and pick the highest	n/a	[illegible]
Flyers (Zoom mode)	18" - 36" (limited to a single 90° pivot at the start of its move)	No effect	n/a	[illegible]
Flying Monstrous Creatures (Swooping)	12" - 24" (limited to a single 90° pivot at the start of its move)	No effect	n/a	[illegible]
All other vehicles	0" - 12"	Dangerous Terrain test	n/a	[illegible]

TURN SUMMARY

1. **The Start of your Turn.** Resolve any rule described as happening at the start of your turn.

2. **Movement Phase.** Here, you move any of your units that are capable of doing so. See the Movement rules on page [illegible] for more details of how to do this.

3. **Psychic Phase.** In the Psychic phase, models known as Psykers can use strange mental powers, and other Warp-born effects may manifest. See the Psychic rules on page 26 for more details of how to do this.

4. **Shooting Phase.** You now shoot with any of your units that are capable of doing so. See the Shooting rules on page [illegible] for more details on how to resolve this.

5. **Assault Phase.** During the Assault phase, units may move into combat against enemy units in the Charge sub-phase and trade blows with them in the Fight sub-phase. All units in close combat fight; this is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting close combats can be found in the Assault rules on page 46.

6. **The End of your Turn.** Resolve any rule described as happening at the end of your turn.

UNIT/VEHICLE TYPE	RUN, FLAT OUT OR TURBO-BOOST	MAXIMUM DISTANCE	PAGE
Infantry, Artillery, Jump units, Jet Pack units, Monstrous Creatures, Beasts, Cavalry	Run	D6"	[illegible]
Flying Monstrous Creatures (Swooping)	Run	2D6"	68
Walkers	Run	D6"	86
Bikes	Turbo-boost	12"	64
Jetbikes	Turbo-boost	24"	64
Heavy	n/a	n/a	84
Fast	Flat Out	12"	84
Fast Skimmers	Flat Out	18"	85
Flyers (Zoom Mode)	Flat Out	24" (minimum 12")	80
All other vehicles	Flat Out	6"	70

UNIT TYPE	MOVE DISTANCE	EFFECT OF DIFFICULT TERRAIN	FALL BACK DISTANCE	PAGE
Infantry	0" - 6"	Roll 2D6 and pick the highest	3D6"	44
Jump units (using their jump packs)	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	3D6"	44
Jump units (not using their jump packs)	As per their standard unit type	As per their standard unit type	3D6"	44
Beasts	0" - 12"	No effect	3D6"	47
Cavalry	0" - 12"	Counts as dangerous terrain	3D6"	47
Bikes	0" - 12"	Counts as dangerous terrain	3D6"	64
Jetbikes	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	3D6"	64
Monstrous Creatures	0" - 6"	Roll 2D6 and pick the highest	2D6"	47
Artillery	0" - 6"	Roll 2D6 and pick the highest	2D6"	45
Jet Pack units (using their jet packs)	0" - 6"	Starting or ending in difficult terrain requires a Dangerous Terrain test	2D6"	46
Jet Pack units (not using their jet packs)	As per their standard unit type	As per their standard unit type	2D6"	46
Skimmers	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	n/a	85
Walkers	0" - 6"	Roll 2D6 and pick the highest	n/a	86
Flyers (Zoom mode)	18" - 36" (limited to a single 90° pivot at the start of its move)	No effect	n/a	80
Flying Monstrous Creatures (Swooping)	12" - 24" (limited to a single 90° pivot at the start of its move)	No effect	n/a	68
All other vehicles	0" - 12"	Dangerous Terrain test	n/a	70

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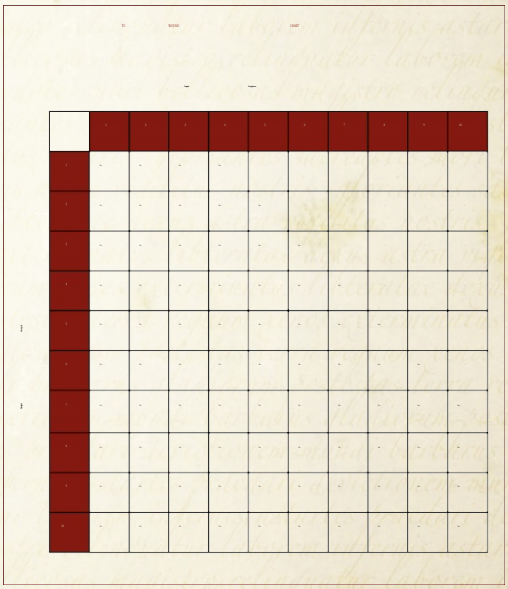

DESTROYER WEAPON ATTACK TABLE

D6	VEHICLE OR BUILDING	NON-VEHICLE
1	**Lucky Escape:** The model is unharmed.	**Lucky Escape:** The model is unharmed.
2-5	**Solid Hit:** The model suffers a penetrating hit that causes it to lose D3 Hull points instead of 1.	**Seriously Wounded:** The model suffers a hit that wounds automatically and causes it to lose D3 wounds instead of 1.
6	**Devastating Hit:** The model suffers a penetrating hit that causes it to lose D6+1 Hull points instead of 1. No saves of any kind are allowed against this hit.	**Deathblow:** The model suffers a hit that wounds automatically and causes D6+1 wounds instead of 1. No saves of any kind are allowed against this hit.

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PERILS OF THE WARP

If a unit suffers Perils of the Warp roll a D6 and consult the following table:

D6	Result
1	**Dragged into the Warp:** The Psyker must take a Leadership test. If the test is passed, the Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. If the test is failed, the Psyker is removed as a casualty and their unit suffers D6 Strength 6 AP 1 hits. For wound allocation purposes, assume the attack is coming from the Psyker who suffered Perils of the Warp.
2	**Mental Purge:** The Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. In addition, randomly select one psychic power known to the Psyker. That power is immediately lost, and cannot be used by the Psyker for the rest of the battle.
3	**Power Drain:** The Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. In addition, if it is currently the Psychic phase, roll a D3; both players lose a number of Warp Charge points equal to the result.
4	**Psychic Backlash:** The Psyker suffers 1 wound/glancing hit with no saves of any kind allowed.
5	**Empyric Feedback:** The Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker suffers no ill effects.
6	**Warp Surge:** The Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker gains a 3++ invulnerable save as well as the Fleshbane (see page [illegible]), Armourbane (see page [illegible]) and Smash (see page [illegible]) special rules, until the start of the next friendly Psychic phase.

ROLL TO HIT

The dice roll needed To Hit will depend on how accurate the firer are, as shown by their Ballistic Skill (or BS). The chart below shows the minimum D6 roll needed to score a hit.

Firer's BS	1	2	3	4	5
Roll needed To Hit	6	5+	4+	3+	2+

When rolling To Hit, there is no such thing as an automatic hit and a roll of a 1 always misses.

TO WOUND CHART

Target Toughness

Weapon Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Weapon Type	Effect of Moving		Assault After Firing?	Page
Assault	Full	No	Yes	43
Heavy	Full	Yes	No	43
Ordnance	None	n/a	No	43
Pistol	Full	No	Yes	43
Rapid Fire	Full	No	No	43
Salvo	Lower of two values	No	No	43
Primary Weapon	Full	No	Yes	44

Vehicle Type	How many weapons can a vehicle fire at full Ballistic Skill			Page
Walkers	All	All	n/a	86
Fast	All	All	2	86
Heavy	All	All	n/a	86
Flyers (Zoom Mode)	-	4	4	83
All other vehicles	All	1	0	70

Speed Moved or Damage Taken	Effect on Passengers Firing from Vehicle	Other Effects
Stationary	None	None
Combat Speed	Count as having moved	None
Cruising Speed	May only fire Snap Shots	None
Flat Out	Cannot shoot	None
Shaken, Stunned, Weapon Destroyed, Immobilised	Pass a Leadership test or may only fire Snap Shots in the following turn	None
Wrecked (other than Zooming Flyers)	n/a	Must disembark, but are limited to a 3" move, then take a Pinning test.
Wrecked (Zooming Flyers), Crash and Burn	n/a	Unit takes a number of Strength 10 AP 2 hits equal to the number of models in the unit, is placed where Flyer used to be, then takes a Pinning test.
Explodes!	n/a	Unit takes a number of Strength 4 AP - hits equal to the number of models in the unit, is placed where the vehicle used to be, then takes a Pinning test.

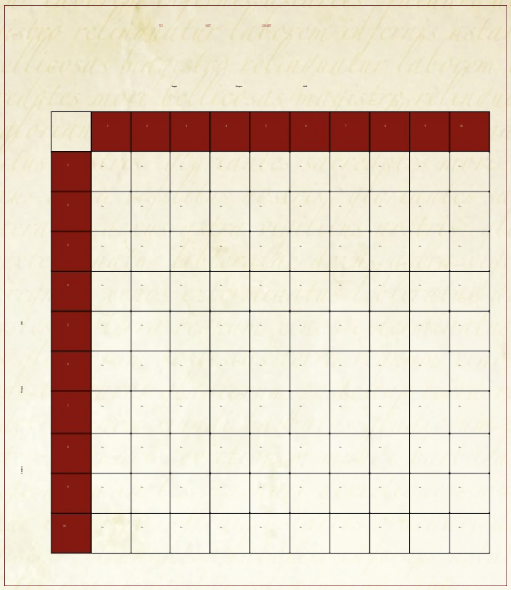
Unit Type	Charge Distance	Effect of Difficult Terrain on Charge Distance	Page
Infantry	2D6"	Roll 2D6-2	var
Jump units (using their jump packs)	2D6"	may re-roll Roll 2D6-2, may re-roll both dice and must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	66
Jump units (not using their jump packs)	2D6"	Roll 2D6-2	66
Beasts	2D6"	No effect	67
Cavalry	2D6"	Roll 2D6; must take Dangerous Terrain tests	67
Bikes	2D6"	Roll 2D6; must take Dangerous Terrain tests	68
Jetbikes	2D6"	Roll 2D6; must take Dangerous Terrain tests if they start or end their charge move in difficult terrain	68
Monstrous Creatures	2D6"	No effect	67
Artillery	2D6"	Roll 2D6-2	65
Jet Pack units (using their jet packs)	2D6"	Roll 2D6; must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	66
Jet Pack units (not using their jet packs)	2D6"	Roll 2D6-2	66
Chariots	2D6"	Roll 2D6; must take Dangerous Terrain tests	82
Walkers	2D6"	Roll 2D6-2	86

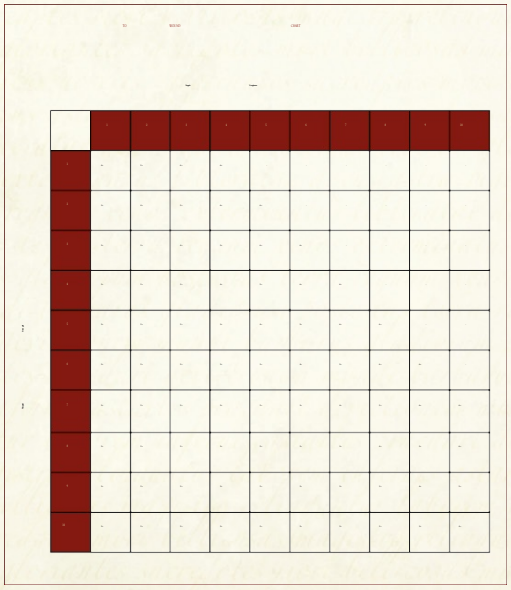
WEAPON TYPE	EFFECT OF MOVING		ASSAULT AFTER FIRING?	PAGE
Assault	Full	No	Yes	43
Heavy	Full	Yes	No	43
Ordnance	None	n/a	No	43
Pistol	Full	No	Yes	43
Rapid Fire	Full	No	No	43
Salvo	Lower of two values	No	No	43
Primary Weapon	Full	No	Yes	44

VEHICLE TYPE	HOW MANY WEAPONS CAN A VEHICLE FIRE AT FULL BALLISTIC SKILL			PAGE
Walkers	All	All	n/a	86
Fast	All	All	2	84
Heavy	All	All	n/a	84
Flyers (Zoom Mode)	-	4	4	80
All other vehicles	All	1	0	70

SPEED MOVED OR DAMAGE TAKEN	EFFECT ON PASSENGERS FIRING FROM VEHICLE	OTHER EFFECTS
Stationary	None	None
Combat Speed	Count as having moved	None
Cruising Speed	May only fire Snap Shots	None
Flat Out	Cannot shoot	None
Shaken, Stunned, Weapon Destroyed, Immobilised	Pass a Leadership test or may only fire Snap Shots in the following turn	None
Wrecked (other than Zooming Flyers)	n/a	Must disembark, but are limited to a 3" move, then take a Pinning test.
Wrecked (Zooming Flyers)	n/a	Unit takes a number of Strength 10 AP 2 hits equal to the number of models in the unit, is placed where the Flyer used to be, then takes a Pinning test.
Explodes!	n/a	Unit takes a number of Strength 4 AP- hits equal to the number of models in the unit, is placed where the vehicle used to be, then takes a Pinning test.

UNIT TYPE	CHARGE DISTANCE	EFFECT OF DIFFICULT TERRAIN ON CHARGE DISTANCE	PAGE
Infantry	2D6"	Roll 3D6-3	[illegible]
Jump units (using their jump packs)	2D6"; may re-roll both dice	Roll 3D6-3; may re-roll both dice and must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	66
Jump units (not using their jump packs)	2D6"	Roll 3D6-3	66
Beasts	2D6"	No effect	67
Cavalry	2D6"	Roll 3D6; must take Dangerous Terrain tests	67
Bikes	2D6"	Roll 3D6; must take Dangerous Terrain tests	64
Jetbikes	2D6"	Roll 3D6; must take Dangerous Terrain tests if they start or end their charge move in difficult terrain	64
Monstrous Creatures	2D6"	No effect	67
Artillery	2D6"	Roll 3D6-3	65
Jet Pack units (using their jet packs)	2D6"	Roll 3D6; must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	66
Jet Pack units (not using their jet packs)	2D6"	Roll 3D6-3	66
Chariots	2D6"	Roll 3D6; must take Dangerous Terrain tests	83
Walkers	2D6"	Roll 3D6-3	86





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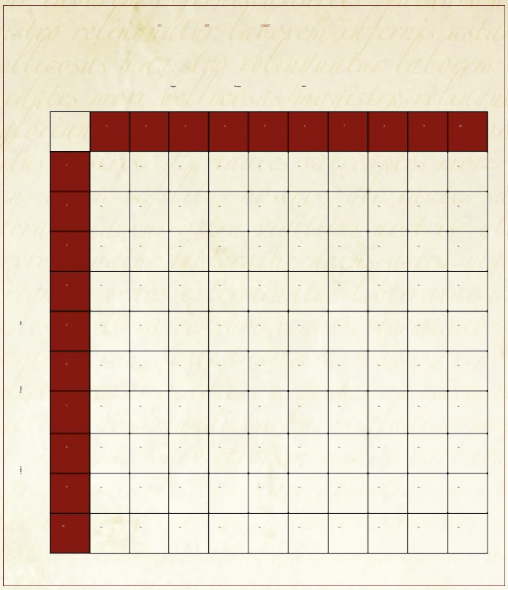

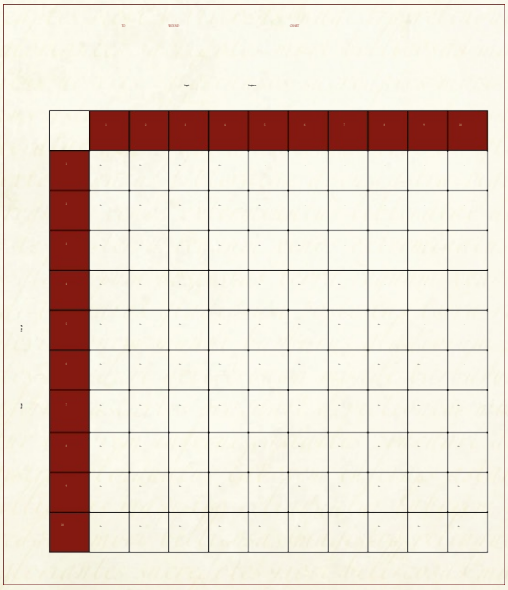

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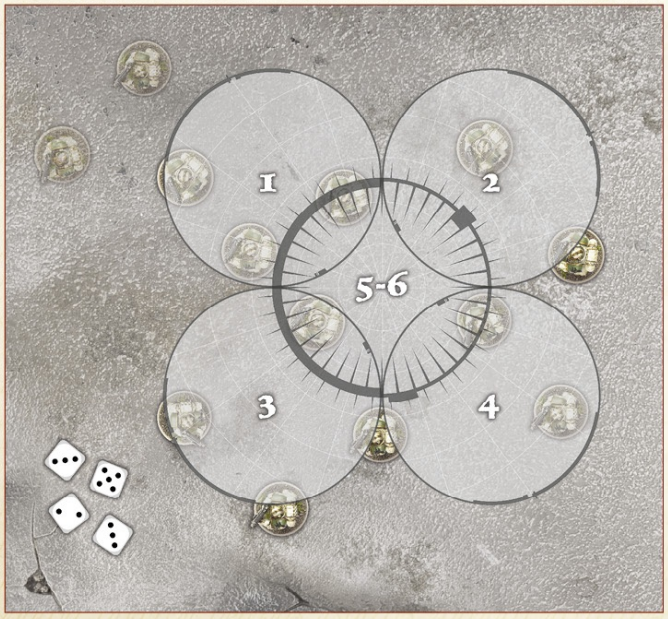
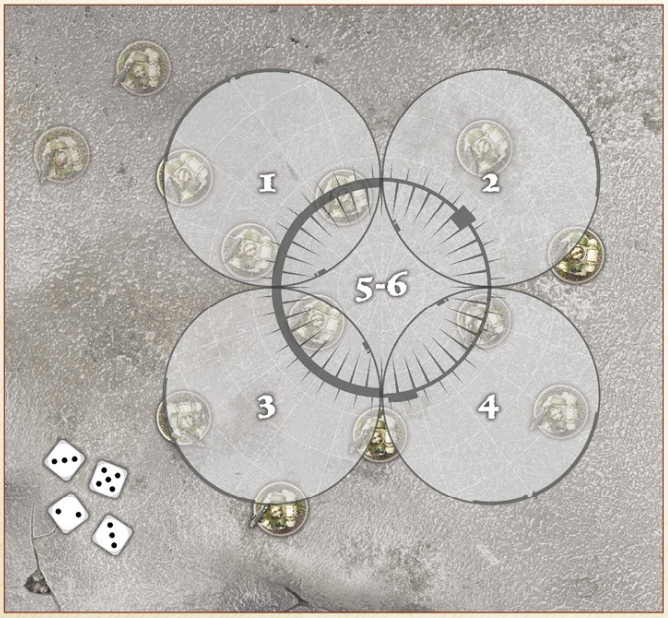
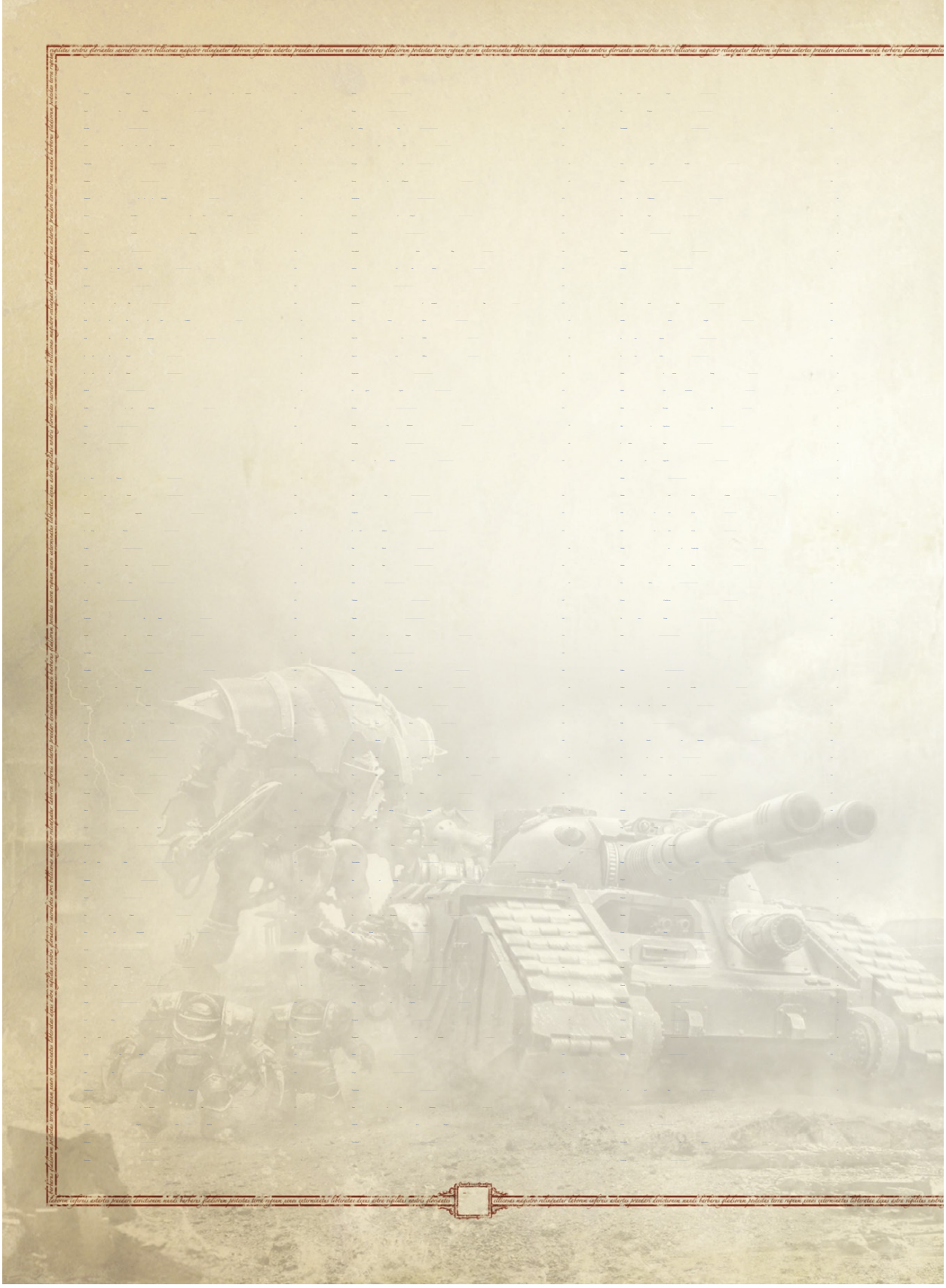
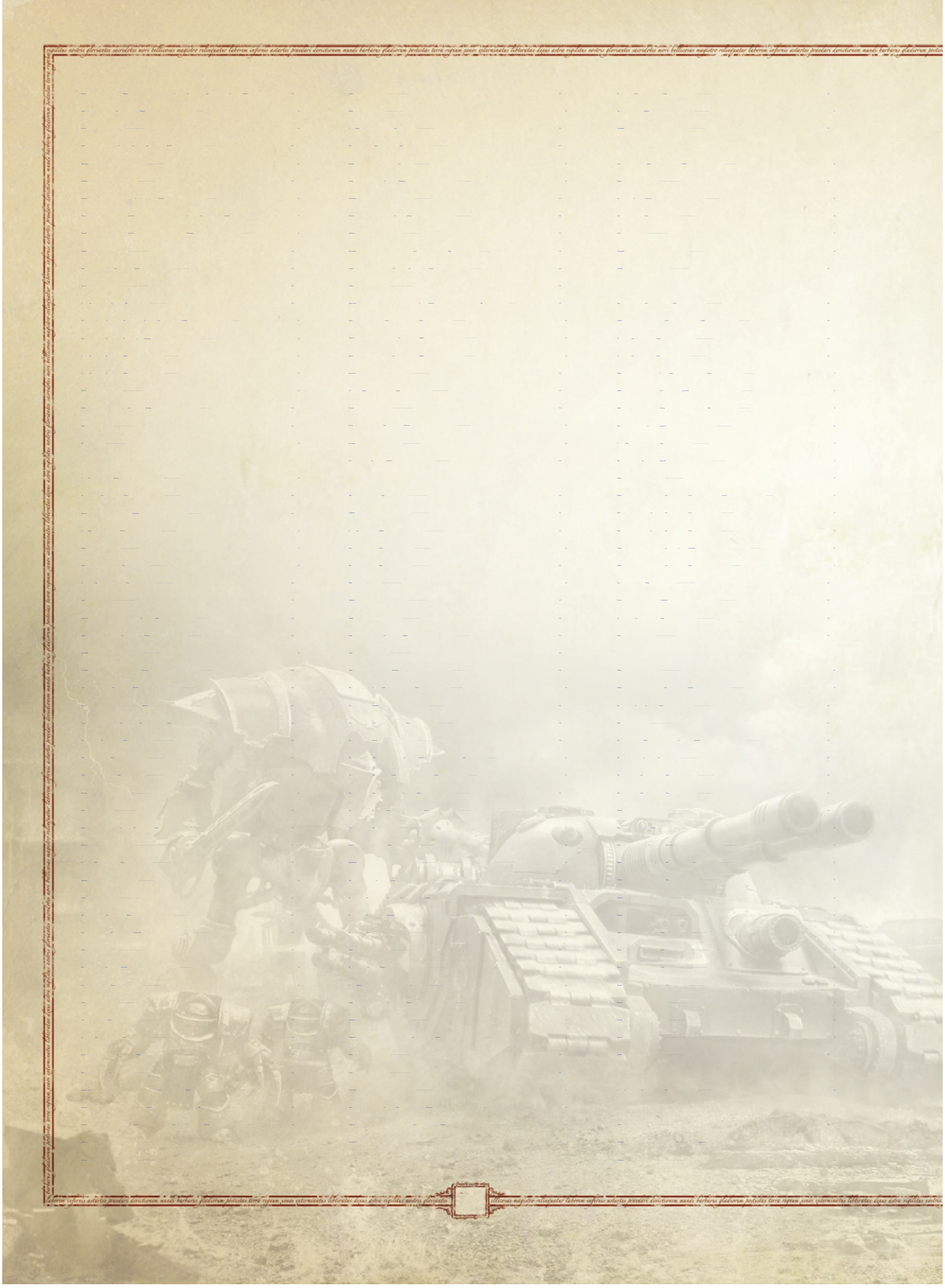
7"-10"
5"-7"
5" Inner
Middle
Outer


1
2
5-6
3
4

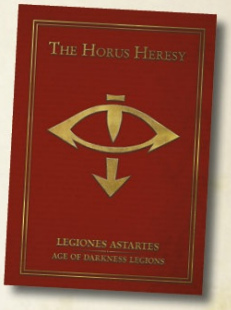
7"-10"
5"-7"
5" Inner
Middle
Outer


1
2
5-6
3
4





The Horus Heresy
Legiones Astartes
Age of Darkness Army List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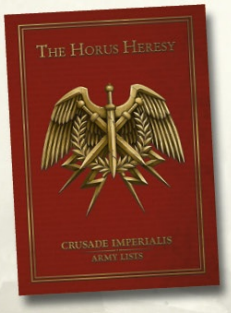
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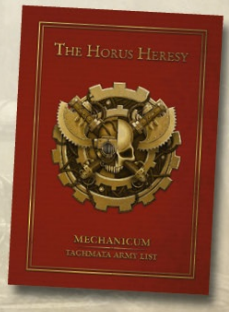
Crusade Imperialis
Army Lists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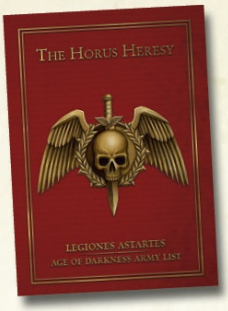
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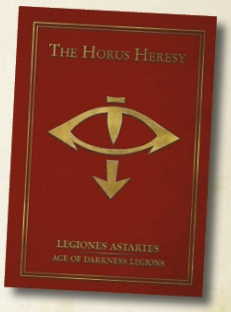
Legiones Astartes
Age of Darkness Army List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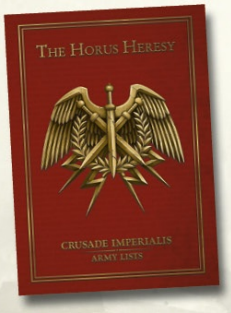
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Crusade Imperialis
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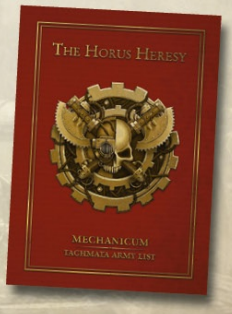
The Horus Heresy
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Book Two
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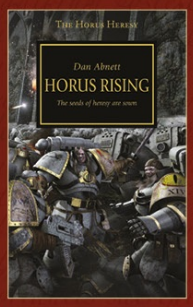
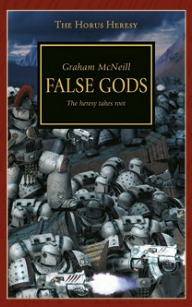
Book One
Betrayal

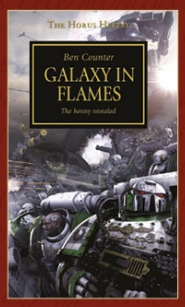
KONOR
XIII
MACRAGGE
XIII
CALTH
ESPANDOR
ULIXIS
MAGNIAT
ALASSAR
MACRAGGE
SOTHA
PRANDIUM
SARAMANTH

KONOR
XIII
MACRAGGE
XIII
CALTH
ESPANDOR
ULIXIS
MAGNIAT
ALASSAR
MACRAGGE
SOTHA
PRANDIUM
SARAMANTH

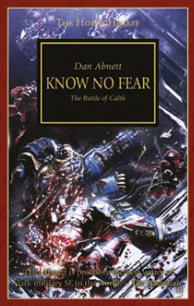
The Great Crusade

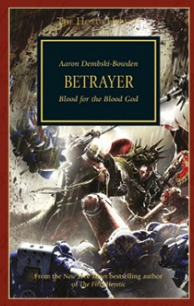


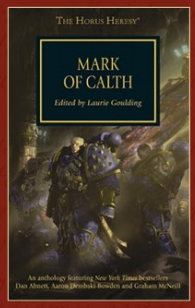




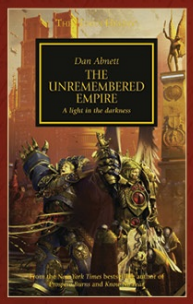
The War for Ultramar

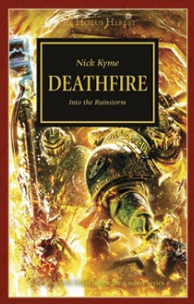


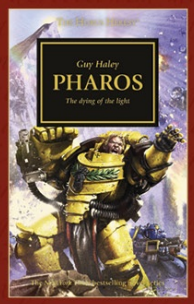


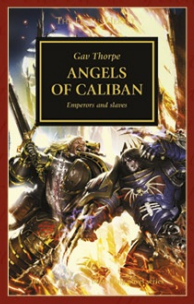


Imperium Secundus

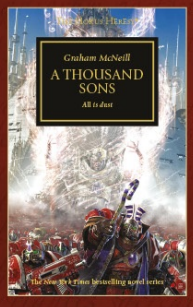


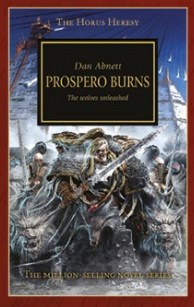






The Razing of Prospero





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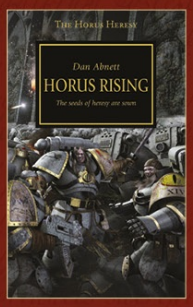

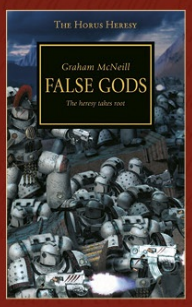

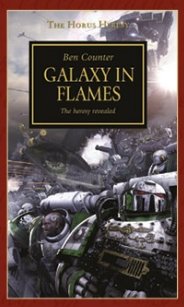

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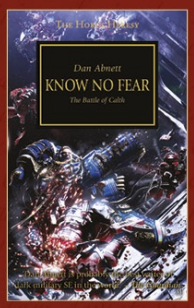

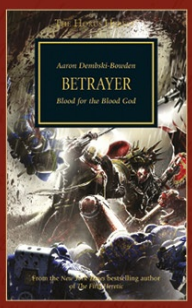

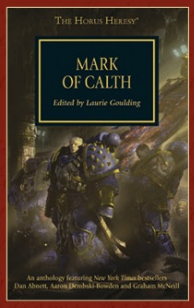

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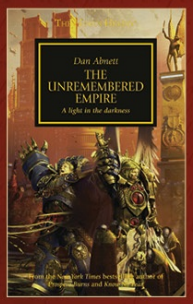
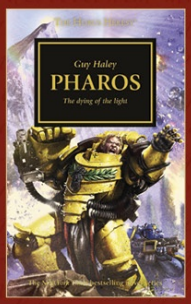
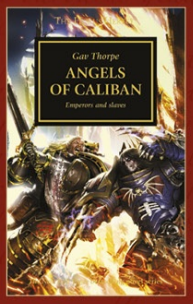
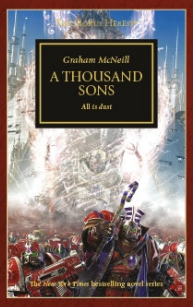
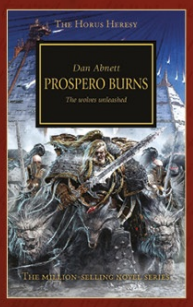




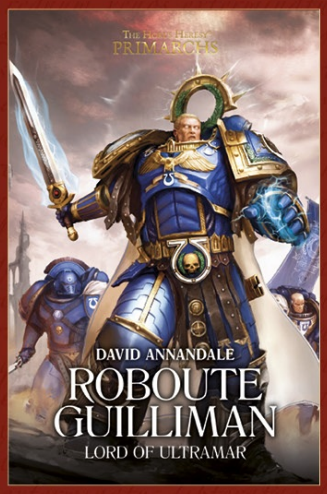


The Razing of Prospero





PRIMARCHS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PRIMARCHS
DAVID ANNANDALE
ROBOUTE GUILLIMAN
LORD OF ULTRAMAR

The Horus Heresy
PRIMARCHS
CHRIS WRAIGHT
LEMAN RUSS
THE GREAT WOLF

The Horus Heresy
PRIMARCHS
GRAHAM McNEILL
MAGNUS THE RED
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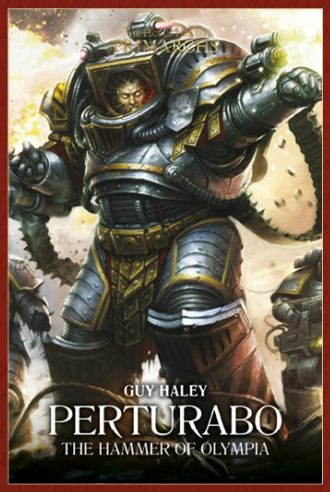
GUY HALEY
PERTURABO
THE HAMMER OF OLYMPIA

The Horus Heresy
PRIMARCHS
GAV THORPE
LORGAR
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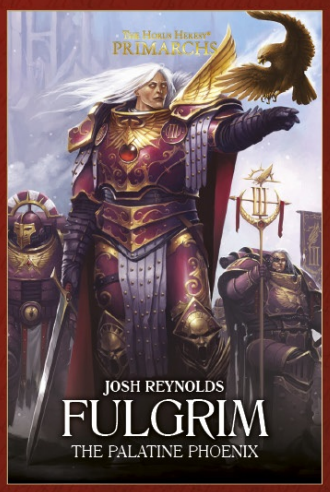
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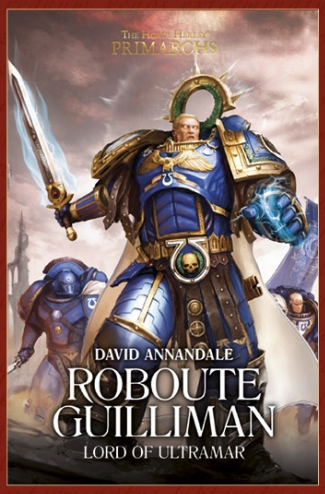
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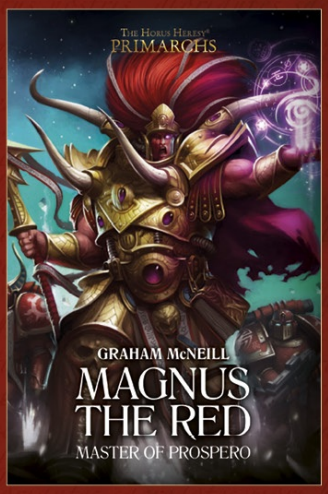
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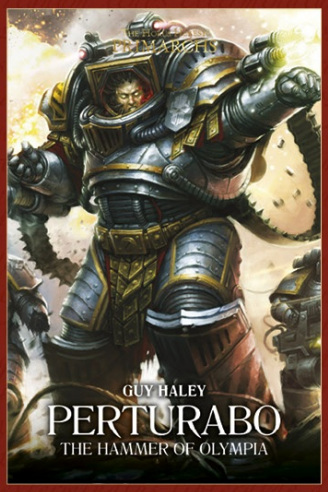
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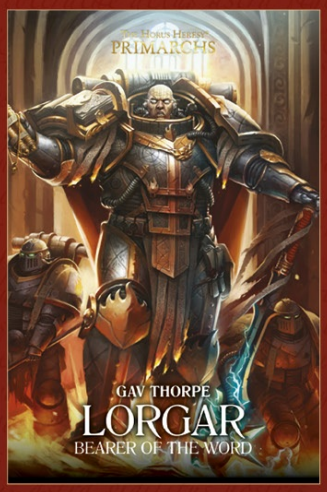
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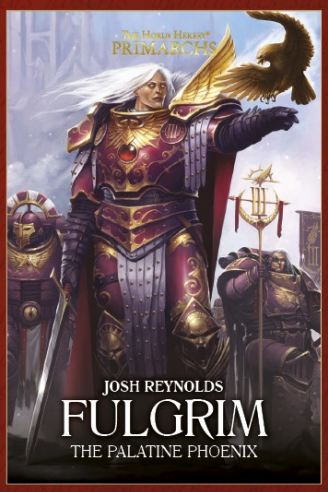
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